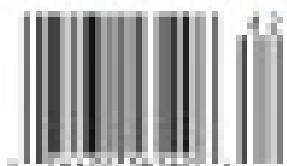


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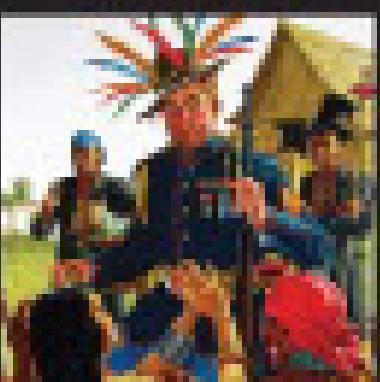
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ILLUSTRATION MAGAZINE
ISSN 0898-2683
Volume 16 Number 2
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ILLUSTRATION MAGAZINE

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Illustration

VOLUME SIX, ISSUE NUMBER TWENTY-THREE — SUMMER 2004

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From the Editor...

This new issue has been running a bit late (what else is new, right!) but I have a very good excuse for my tardiness. I have been working狂ishly on a number of spectacular hardcover art books which I plan to publish later this year.

Regular contributor David Saunders and I recently spent a few weeks in three of my favorite designgroups, a 300-page book about the late Norman Saunders. Production is continuing as I write this, but our work thus far has been breath-taking (I'll do my best to keep this magazine you will soon find out). The artwork is gorgeous, and we're working hard to make it look like a million bucks.

I have also been working hard on the Raymond Brown book, which has been in progress for a number of years and is finally nearing completion. I am very excited about this one, and I can't wait to reveal it to you all very soon!

The final project I'm working on is with Paul Thomb, a compilation of his "Methods of the Masters" articles from the late 1940s-50s Graphis Magazine. As a treat, I am reproducing the very first chapter on Constantine Alajalov starting on page 70 in this issue. It should give you some idea of the format of this beautiful art book.

Owing to all of the above tasks will be updated news, as they relate to the magazine and to my website for updates on our progress.

In other news, if you may have missed out on Illustration #1, you should know that I recently reprinted this issue in a new format. Every page has been completely redesigned, and I have added 16 new pages of art. Now if you look the original, you will see the spectacular new version! It is perfect bound, on 100% paper.

Once again, if you are aware of any exhibitions or events related to illustration history, no matter how obscure or isolated, please let me know about it. Send me your sources so that I may share this information with my readers!

Letters to the Editor:

Hi Dan,

The last *Illustration* magazine appeared in my masthead index and I've been snacking it like a Cadbury chocolate bar.

The first thing I let off was the article on Morten Rønne, which I've admired. The story that you presented was so vivid in its description of the painter's drama, so much richer than New York City, and the amazing encounters of his studio. He really came across as a living, breathing, and vulnerable human being going so far beyond the call of his assignments.

What a great choice for a subject for your magazine, because he has been largely neglected, and now will be in the center of all of our attention. Thanks, too, for the drawings scattered throughout. It was really interesting to see how his New Orleans prey began to get in his mind before he went to the final, inevitably expressive painting.

And I keep looking up and again at the Merrill sampler. I feel like I'm seeing the design of those times with new eyes. Maybe it has something to do with the quality of the original art and the reproduction. They are incredible statements of layout, color, and typography. It's hard to compare with bright primaries, but they pull it off! This focus will have an incredible effect on design's community, and we are personally, in some way that I can't fathom!

With gratitude,
Bruce G.

Dear Sir:

I have been a subscriber to *Illustration* since the first issue, and have thoroughly enjoyed it. Although I find great pleasure in all popular illustrations, one that has always been the palpe. I started all of this recently just ago, my favorite was and is Frederick Blakelock. I still have complete issues of G.A., Dary-Dash' Aces, Dash Ann, Dash Birds, Captain Canuck, Aces, War Aces, and Fighting Aces. They have been the great passion of my life.

In the interest of historical accuracy I would like to point out that the interior illustrations on page 57 were not all by Blakelock. The upper right drawing of G-A, and the two lower drawings are by John Henning Gould, who did almost all of the interior illustrations for G-A. Blakelock did most of them for Dash. Dash Aces. These examined the April 1934 issue, and Gould is notable. Also his style is very distinctive and much different from Blakelock's. This is easily evident on the page in question by comparing them with the Blakelock in the upper left issue. The Phoenix Panel by C. W. Stump, who incidentally was a two-victory pilot during World War I.

Keep up the great work. I might suggest that you consider to include an article about most of the World War One covers for over 20 years, and was a superb aviation artist.

Respectfully,
George H.

Dear George H.:

Thank you for your letter. Several other readers have also noticed the misattribution, so we would like to set the record straight. The drawings in question are by John Henning Gould, and not by Frederick Blakelock. His graphic, plain and simple.

It is a pleasure to know that these appreciated masters such as yourself contribute to the historical accuracy of this magazine. We would like to encourage all of our readers to point out errors, so that we may offer corrections in future issues of *Illustration*.

Dear Dan,

I just returned from a recent trip to New York with your 20th issue in my hand, and wanted to share my thoughts with you. I am surprised that I have not run into your magazine before. Most of my circles in Toronto are also unaware that it exists and is available. As you can see, I am a new subscriber, and I purchased most of your back editions as well.

First of all, I'd like to congratulate you on the brilliant job you are doing on every aspect of this publication. As a former publisher—the long-slow-drawn-out art books, I am not surprised by the outstanding design and layout, the relevance of the editorial content, as well as the excellent quality of the color separations, printing, and the coated stock. Finally, congratulations going long-overdue recognition to these illustrators, Kado, and keep up this excellent work!

Best regards,
Peter

Dear Peter:

Thank you for your comment! Whether try to teach the magazine for and write, it is responsible for more advanced Illustration everywhere. Please help us to spread the word by telling all of your friends about this magazine!

Dear Dan,

What a grand surprise to receive the elegant 22nd issue of *Illustration* today. I am as ever but Friday in New Princeton at a book store, and have waited with baited breath for my copy to arrive. Your illustrations are fine, more serious, and like you are well rewarded with this fine edition. Your focus to the older are proud of the publishing as to your quality product, and its reception by others. I was introduced to the proprietor of back issues, which makes me cherish my total collection of 22 issues of *Illustration*, starting with issue number one. I was delighted with the discovery of the first issue in November 1981, which I purchased from Bob Hunt, and I quickly subscribed after that. I have continued to enjoy every issue since.

I was deeply disappointed to learn of the passing of Charles G. Martignetti, Jr., and really appreciated your kind obituary. Mr. Martignetti's book is indeed one of the contributions he made to the illustration industry. He was such a grand supporter of your publication, with many pages of advertising, and illustrations. We will miss him.

I was thrilled to see your in-depth articles on Blodner and Roberts, with great samples of their work. I was not too surprised in the Merrill-Campbell article until I got to it and saw the wisdom of bringing that company and their many illustrations to our attention. It was pleasant to see that such artists as Joe Beeler, Frederic Elliot, and Arthur Sarnoff were contributors. BUT in particular, that my N.Y.C. friend Fred Shirley was also part of the artists' colony that worked for Merrill. Fred was great at doing illustrations for children's publications, but I had never seen his work before. In case you have forgotten, I have considerable material about Fred's life and some of his work, and I have had good intentions of writing his biography, possibly for you to look at as a short story in a future issue. I have been in contact with several former Merrill employees who have furnished me with some of his records, and I visited with my daughter a few years ago to gather some information from her.

Last and certainly not least, your page on forthcoming publications is great. I have seen the Burmont book, but not purchased it yet. The advertising page for Rock publications is cool itself in the forthcoming Gary Glitter book on the Prince Valiant days... tell me the draft that Ward School was developing around the round San Francisco Photojournalistic Corporation at Moscone Hall. It is a beautiful presentation, and many of us who sit N.Y.C. get the Sunday Mirror page (home on the San Francisco Chronicle), will enjoy some of the adventure and good artwork that is left in the corner.

Thanks for giving me a reason to put this in type, and I'll keep the information and illustrations flowing.

Lawrence M.

Dear Lawrence:

I have been aware of Fred Shirley's work for many years, and it is spectacular. Your nice interview is including his work in a future issue, and I look forward to working with you to make this feature come true!

Dear Illustrators,

I only recently became aware of your fine magazine by picking up a recent copy in my local Books store (your beautiful review of Illustration #1, running?) Do you have plans to reprint any of the older issues which have been sold out? I would love to have the opportunity to buy some of the issues I have missed. I have been watching eBay, but not all of the back issues are available and most of them are not cheap! I am now interested in buying some of the earlier issues, as well as #12 on their peak. Please keep me on your mailing list and let me know when you plan on reprinting more of these issues.

Daryl B.

Dear Daryl:

My reprint of Illustration #1 has done a great success so I am hopeful that I can reprint issue #12 soon. The success of #12 will determine whether I can reprint #11 of the old set issues eventually. Keep tuned! ■

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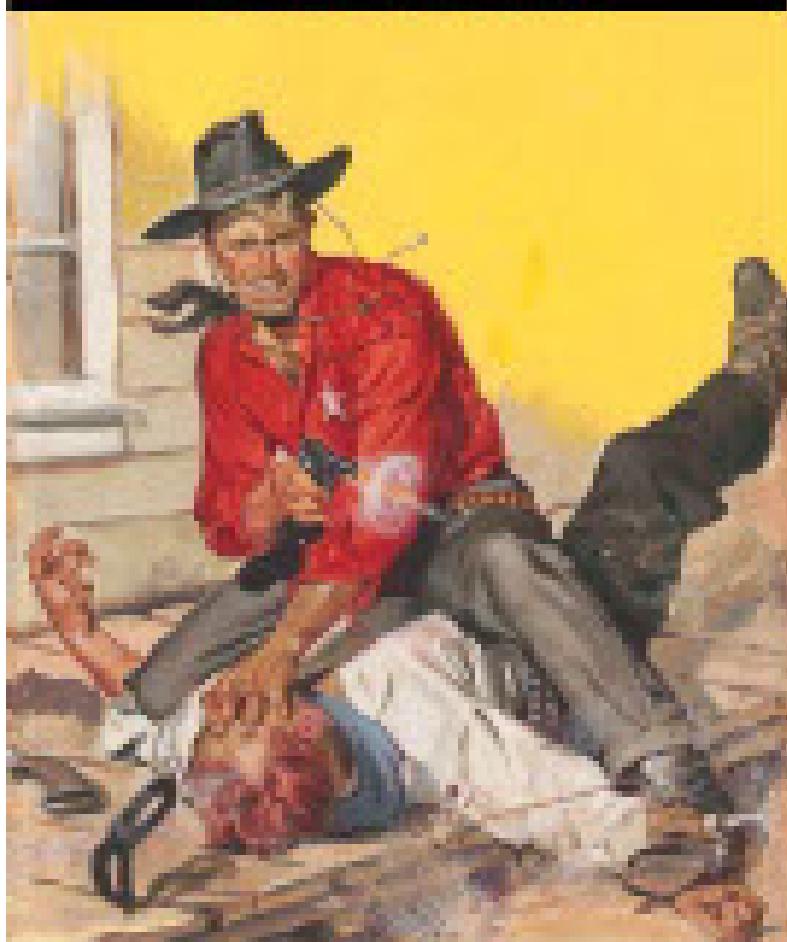
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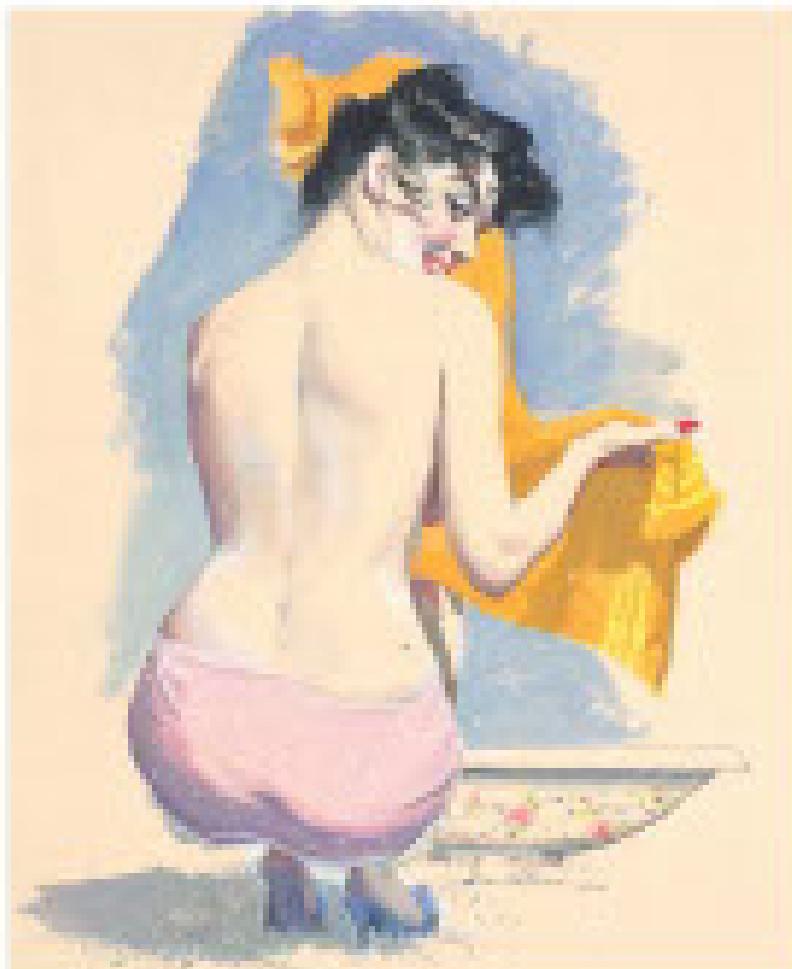
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IN MEMORIAM

BARBARA LOUISE BRADLEY

December 12, 1927 — May 2, 2008

Recognized as one of the greatest and most inspiring teachers of drawing in the country, Barbara Bradley died May 2, 2008 in California following an automobile accident. She was an award-winning illustrator, instructor, painter, and author, as well as a loving wife, daughter, mother and grandmother. She was Director of the School of Illustration at the Academy of Art University in San Francisco for twenty-five years, and was the only Academy teacher to have a hall named after her (Bradley Hall, 340 Powell Street, San Francisco). She was one of a handful of successful female art students in a male-dominated profession, although she didn't consider herself a pioneer; she merely did what she loved to do.

Barbara was the only child of Gerred and Joyce Preston. She was born in Los Angeles, but spent most of her childhood in San Francisco. Barbara graduated from Lowell High School in San Francisco, then attended the University of California, Berkeley, where she met her first husband, Herb Briggs (a fellow artist) while drawing for the rally committee. Herb and Barbara studied at Art Center College of Design in Los Angeles before setting off for New York to begin their careers. Barbara was soon hired to work at the prestigious Charles E. Cooper Studio in New York City, where she achieved great success. After returning to California, Barbara continued her career as a freelance illustrator. Specializing in figure drawing, she became best-known for her depictions of children (while raising three of her own, all of whom did their share as models for her). Her work for such clients as Bank of America, Rorden, Dale, PTT&L, and C&E Sugar brought her many awards.

In 1958, Barbara was invited to speak at the Academy of Art in San Francisco. She was the only invited speaker, and was ultimately encouraged by Academy then-president Dick Stephens to build, class-by-class, what would become the School of Illustration at the Academy of Art University. Over the next five decades, Barbara inspired generations of students to become professional "appreciates" of story, figure, gesture, character, and costume; to love color, value, and composition; and to become lifetime learners. Always armed in one of her paisley annals, Barbara continued to teach drawing until her December 2007 retirement at the age of 80.

Barbara also taught drawing classes and workshops at many locations throughout the United States and London, including Disney Animation Studios, Pixar and Lucas Arts. Her work is displayed in the Museum of American Illustration at the Society of Illustrators in New York, and in the permanent collections of the US Ice Box.

Encouraged by her second husband, Neil in 2003, Bradley published the long-awaited *Drawing People: How to Draw the Children's Figure* (Northlight Books). Known as a "must have book for any artist," one internet reader noted that "the information is better than any class I have taken or book I have read. It is not a book just on techniques, but it teaches how to see the object. Barbara Bradley shows a road map... every artist should have this book."

Last year, Bradley received the coveted Distinguished Educator Award from the Society of Illustrators in New York. She was selected by a jury of 75 esteemed illustrators and artists from all over the world, joining a prestigious list of previous winners. This was the capstone in her career; she had also received numerous vocational and teaching awards, and in 1992 was awarded Honorary Life Membership in the San Francisco Society of Illustrators.

Barbara always said that she had two families. Her "first family" included her husband, Neil, who passed away on May 4, 2008 due to injuries suffered in the same automobile accident, and her surviving children Linda (Briggs) Driscoll, Gloria (Briggs) Andy Bradley and his wife Debbie, and grandchildren Diana Driscoll, and Lydia Bradley. Her son-in-law Craig Driscoll died in 2006. Her "second family" included the hundreds of students who she taught, and from whom she learned. Today, those students can be found as close as San Francisco and as far away as Shanghai. Though Barbara would say that all of her students were notable, some who have earned national or international recognition include: Katsuhiko Sato, Francis Lengham, Zohreh Berlin, Robert Hunt, Tim Brown, Clark Fife, Bob Wilkes, Liu Yanni and Miriam Marshall. Many former Bradley students were inspired to become teachers.

Along-time resident of Berkeley, California, Barbara wrote that she was happy about the choices she had made during her life, including "Choosing to raise a family rather than



Highly illustrative is when students start their creative sides.

being a full-time illustrator; choosing to make my kids' clothes and fancy birthday cards rather than spending time on the board); and eventually choosing to become more involved in teaching illustration than in the doing of it." When she celebrated 20 years of teaching at the Academy last December, she commemorating her fifth to Shirley and her six-decade career, she said it was "a wonderful event that made my choices not only inevitable, but the right ones."

The fire that Barbara's passion and enthusiasm has kindled in the hearts of artists the world over continues to burn, and will certainly be passed on for many generations to come. ■



Barbara J. Strode, 2009

Illustration 5

IN MEMORIAM

DAVE STEVENS

July 29, 1955 – March 11, 2008

Comic artist and illustrator Dave Stevens, perhaps best known for his character "The Rocketeer" and his renderings of 1960s pin-up model Bettie Page, passed away March 11, 2008, following a long battle with leukemia.

Thoughtful and牛ishnessDave personally, I had the pleasure of meeting him a handful of times at comic shows over the years. To say that I was a fan would be an understatement. His sense of design and craftsmanship was a tremendous influence on my own work, and as a young art student I spent hours admiring his drawings, trying in vain to emulate his fluid and battery brush line. For a long time I wanted to BE Dave Stevens! These will certainly never be another one. His facile draftsmanship and bold inking style earned Stevens as one of the greatest talents in contemporary comics.

Born July 29, 1955, in Lodiwood, California, Stevens moved to Portland, Oregon, where he graduated from high school. Relocating to San Diego, he attended San Diego City College for two years.

In 1975, Stevens began working for Russ Manning, drawing panels for a line of Tex Willer comic books published in Europe, as well as assisting Manning with the Tex Willer newspaper strip. Soon after, he worked on projects for Marvel Comics (including the Star Wars comic books), and later with Jim Lee on the Star Wars newspaper strip.

In 1977, Dave went to work for Hanna-Barbera where he drew storyboards and layouts, many of them for the Super Friends and Scooby-Doo cartoons. While there, he met animator Doug Wilder, who became a close friend. Doug's character "Toots" from the Rocketeer comic is based on Wilder. Stevens modeled for main character "Cat" Seward, "The Rocketeer," and "Miles of Hollywood." "Miles of Hollywood" was another based upon real-life glamour photographer and friend Ken Marcus.

During this early freelance period, Stevens began working for Hollywood, creating advertising and concept art for movies such as *Aliens* and *Home Alone* and *Superman II*. He also began working as a storyboard artist, notably contributing to



Aliens of the *Star Trek* in 1986, and Michael Jackson's *Thriller* video in 1983.

A brief marriage to actress Brinke Stevens in the early 1980s ended in divorce. (She kept his last name.)

Stevens' most famous and enduring creation was his strip *The Rocketeer*, first drawn as a back-up feature in the *Saturday Evening Post* from Pacific Comics in 1982. *The Rocketeer* was a breakthrough for Stevens' reputation, and the profile of the story-line also opened a resurgence of interest in 1960s pin-up and pin-up model

Bettie Page, whose license was appropriated for the strip's love interest.

Stevens' many renderings of Page eventually led to a wider recognition of his career and also to a personal friendship between Stevens and his muse. Though initially "lost" from the public eye, Page turned out to be alive and well, and in fact lived not far from Stevens' home in California. They met, and Dave soon became her friend—and to some degree her benefactor. Stevens helped Page begin to make money profits from the licensing of her image, and from the reprinting of her old photographs and films. As Stevens has quipped during TCM's *Amazing*: After years of thinking about this woman, I'm now driving her to cash her Social Security checks."

Though *The Rocketeer* was a successful character, Stevens' meticulous drawing style was a liability in the regular production of the comic book. Eventually he sold most of the rights to Disney for a *Rocketeer* movie, produced in 1991. Stevens served as a co-producer of the film and even appeared in a brief cameo. The film was a modest box-office success.

Following *The Rocketeer*, Stevens produced scores of comic book adaptations as well as "pin-up art" posters, and private commissions. At the time of his death, Dave was working with Spectrum Publishing to create a book of his work, tentatively titled *A Brush with花生—The Life and Art of Dave Stevens*.

Stevens is survived by his mother, Carolyn; and a sister, Jennifer. ■

—Daniel Drenner

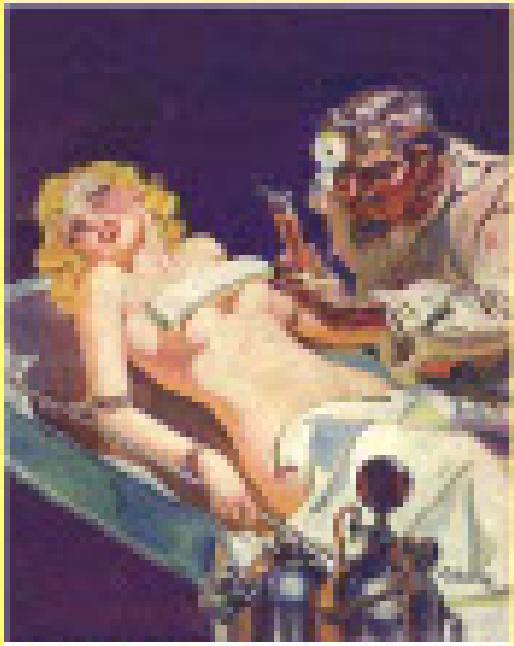


Illustration © 2008. Illustration © 2008 by Sophie Stevens

Dave
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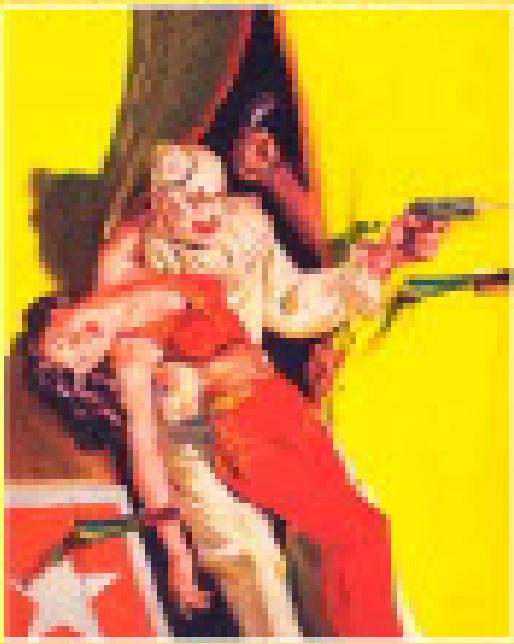
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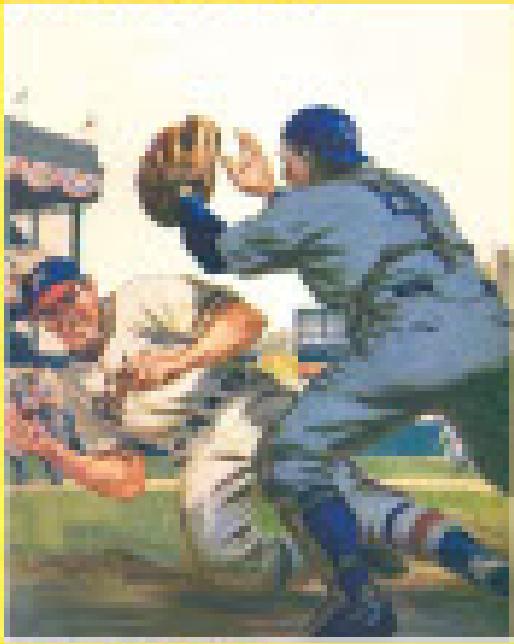
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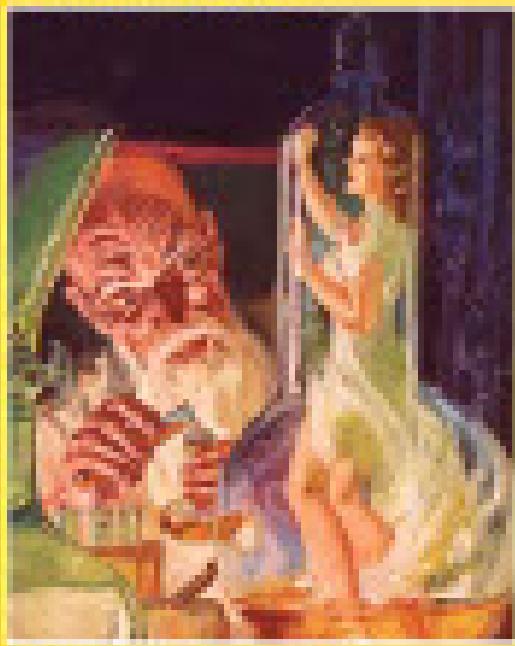
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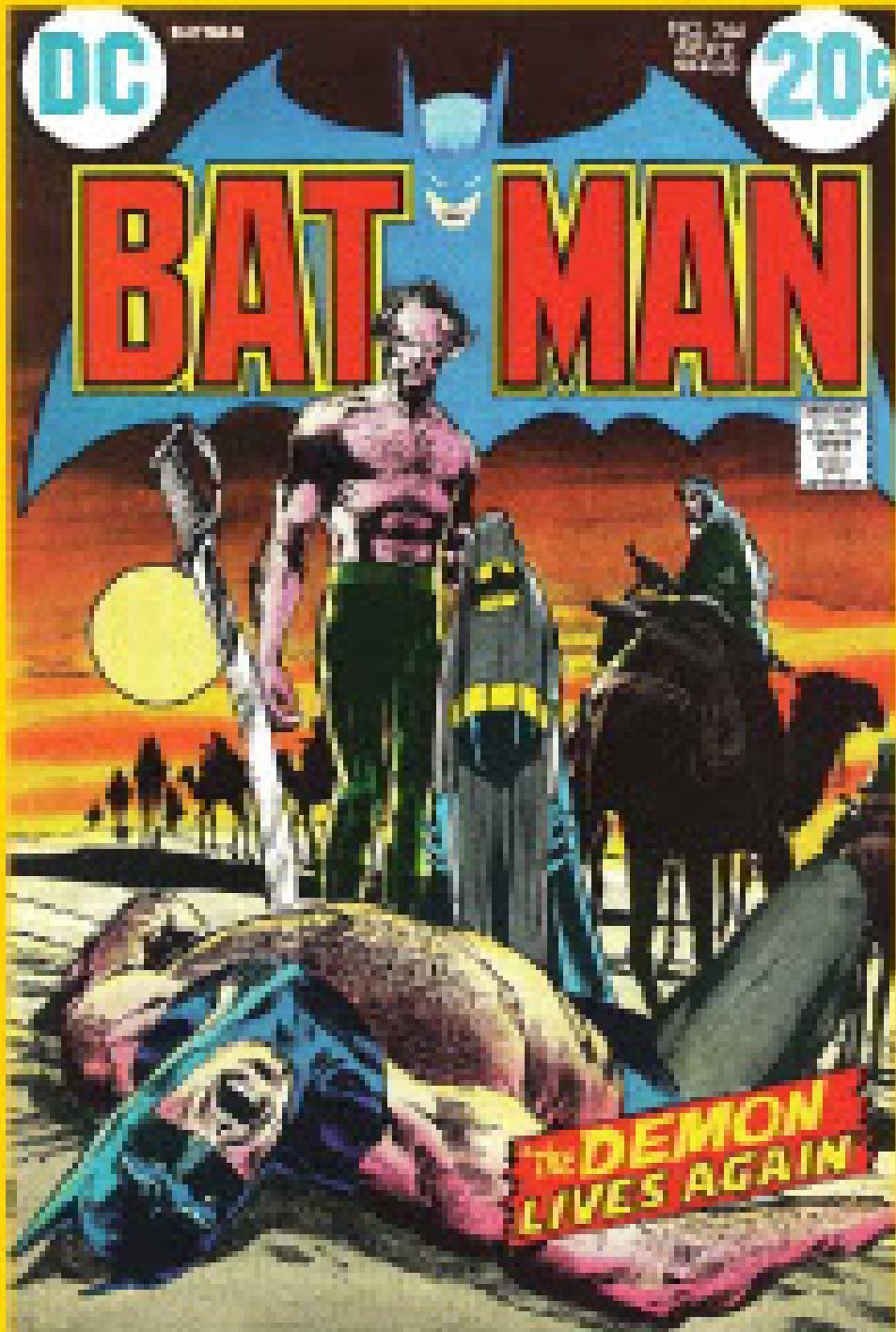


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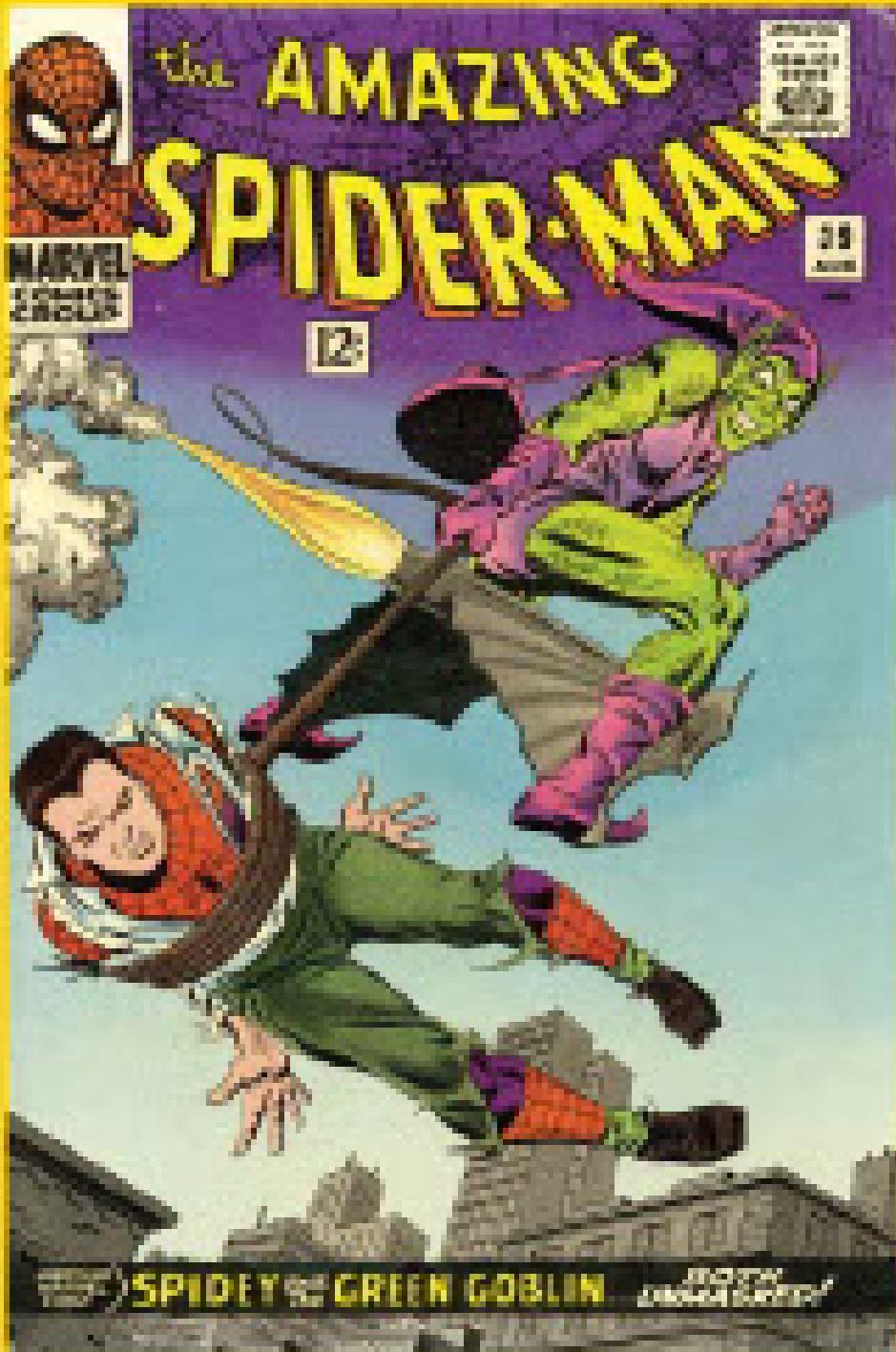
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Illustration for *Point Break* by Steve Berry, Random House, New York City, 2013. Dimensions: 14 x 20"

11 Illustrations



Dean Cornwell by Charles Dana Gibson, 1943.
Courtesy of page, 21 x 28"

DEAN CORNWELL (1892-1960)

by David J. Hornung

During his lifetime, Dean Cornwell was recognized as one of America's best-known and most talented illustrators, muralists, and educators. Known to us "The Dean of Illustrators," Cornwell was a seventh-generation descendant of the Revolutionary War traitor, having studied under Harvey Dunn, who was a student of Howard Pyle. Dunn's ideas concerning dynamic composition, color theory, and storytelling left a deep mark on Dean's work. His illustrations with muralist Frank Brangwyn contributed immensely to his stylized rendering of the 1920s, characterized by bold outlines, a flattened perspective, and a highly graphic approach to composition.

Dean Cornwell began his career as an illustrator in 1904, and he worked steadily until his death at ninety-eight. His art appeared regularly in popular magazines and important books written by the most outstanding authors of the day: Paul S. Bechtel, Lloyd Douglas, Bessie Pease Gutmann, Herringway, W. Somerset Maugham, and Owen Wister, to name a few. His work appeared in the best magazines, tales such as *Napier's Bones*, *Compositors*, *Advertiser Good Housekeeping*, and *The American Magazine*. He painted posters for the war effort, and advertisements for national brands such as Palmolive, Snapple, Coca-Cola, General Motors, Wyndham Laboratories, and many others. As a fine artist, he painted more than twenty murals for public and private institutions, including the Los Angeles Public Library, and the Warwick Hotel. His paintings have been exhibited in the Whitney Museum of American Art, the Pennsylvania Academy of the Fine Arts, the Chicago Art Institute, and the National Academy of Design. He taught and lectured at the Art Students League in New York City and at museums and art societies throughout the United States. Illustrator James Montgomery Flagg paid him a great tribute when he said, "Cornwell is the illustrator par excellence—his work is appreciated by few and unappreciated by many. He is a born artist."

THE LIFE OF AN ILLUSTRATOR

Dean Cornwell was born on March 5, 1892, in Louisville, Kentucky, the son of Margaret Wickliffe Dean and Charles L. Cornwell. His ancestry goes among the earliest settlers in Kentucky, and Cornwell was immensely proud of his pioneer heritage. His deep interest in early-American history was reflected in his work throughout his lifetime.

Dean's father Charles Cornwell was a civil engineer, and consequently drawing boards, paper, pens, and India ink were readily available in the Cornwell household. It seems possible that his father's mechanical and technical renderings influenced Dean's own drafting-architectural which displays great technical detail and mechanical precision. Also of assistance to the budding artist was the fact that both of his parents had some artistic ability, and they heartily encouraged his early efforts at composition and perspective. His mother also taught him how to identify and draw plants and trees.

Cornwell grew up in an old brick house overlooking the Ohio River, beyond which was the K & T railroad track, and the Louisville and Portland Canal. As a boy, Dean suffered from severe headaches, and was often unable to concentrate on schoolwork or studying. He spent long hours on the riverbank watching the riverboat traffic. In 1904, Cornwell wrote in an autoographical sketch: "I ran wild on the river bank, becoming increasingly interested in boats and steamers." The steamboats were a source of fascination and inspiration to him throughout his life. One of Cornwell's earliest surviving drawings is a highly detailed sketch of the Tell City, an old steamer that passed along the canal twice a week.

In grade school, Cornwell enjoyed his drawing classes almost to the exclusion of everything else. "In third-grade now, the drawing lesson in grade school contained almost all of the principles taught in ninth, and these are the principles I try to impart to my students today."



Illustration for "How the Team Went Wild" in issue 3 of *Illustration*, 1910 (oil on canvas) 30 x 48 in.

Cornwell attended Standard Training High School and especially loved the machine shop and foundry, but he had little income as a student. "I drew in the margins of all my books, but paid little attention to what was written on the pages. I was probably not kicked out-of-school simply because I drew caricatures for the school paper, and placed the cartoon in the orchestra."

While still in his teens, young Cornwell won first prize in an art contest and received \$1 for his first published drawing, *The Game Day*, which depicted a scowling battle between two groups of small boys. The drawing appeared on the children's page of *The Courier-Journal* newspaper.

Throughout his teens, Cornwell's risings were slow and he eventually abandoned all hope for an art career. Having played the piano since his youth, he joined the union as a professional musician, and tried to come to terms with his physical handicap. When he was eighteen, however, a young eye doctor came to Louisville, examined his eyes, and fitted him with glasses. For the first time in his life, Cornwell could see clearly. Artistically rejuvenated, he began working for the Louisville Herald, drawing cartoons of visiting musical stars, editorial assignments. He was more than satisfied with his payment—the tickets to the matinee—but his principal income was setting his artwork in print. Cornwell's efforts were eventually rewarded and he was promoted to full member of the Herald's

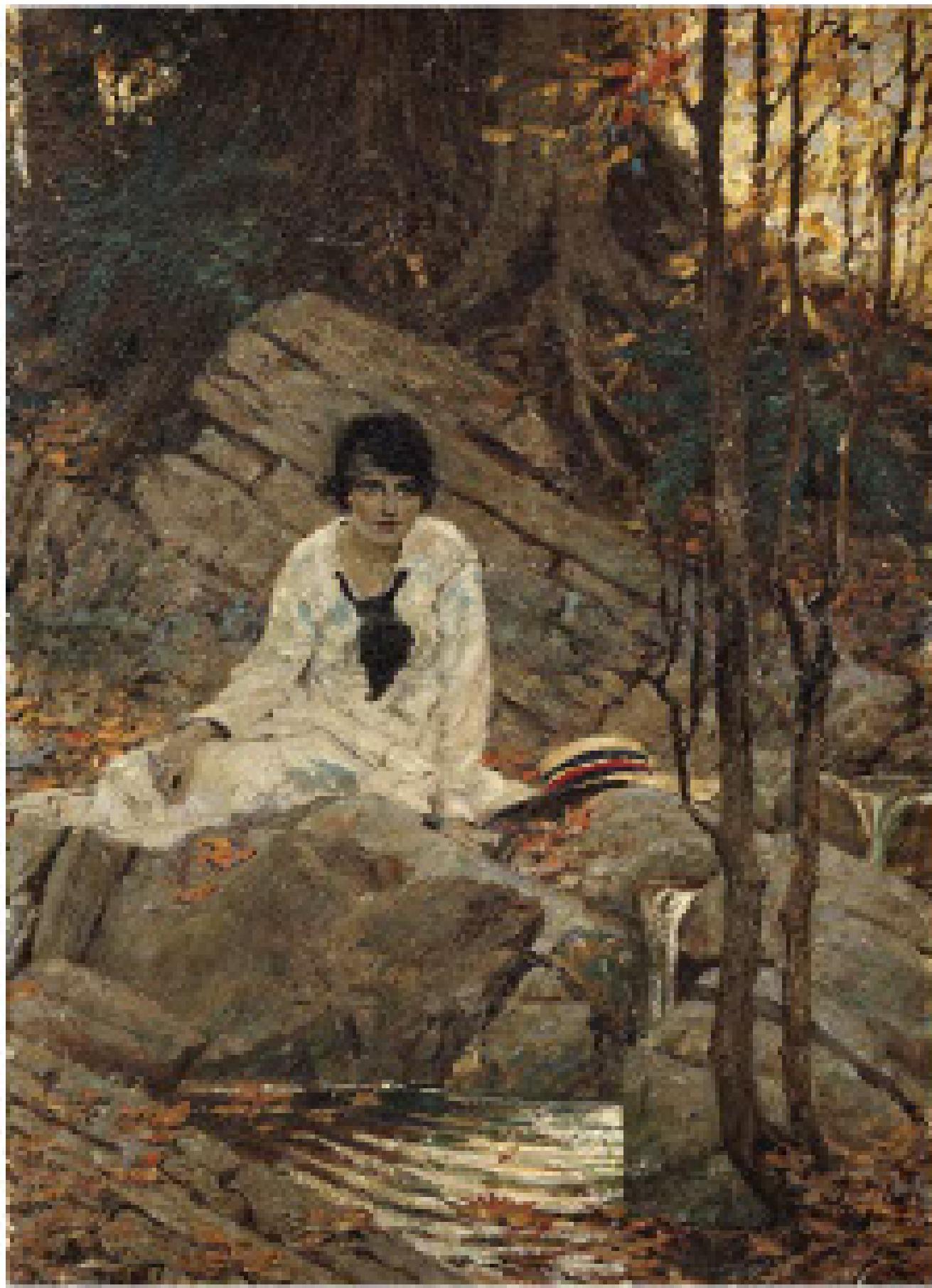
staff; his pay was \$20 per week, a very respectable salary for a young man of eighteen.

During the summers, Cornwell continued playing the concert at nearby mountain resorts. But the enterprising spirit, to further supplement his income by earning the wholesale ice cream business, an endeavor that had always appealed to him since, as a child, he pounds ice cream factory on his way to and from school every day.

During the years that Cornwell worked for the local Louisville papers, his bosses were two senior members of the staff—Albert King and Dominic Pez. Pez left Louisville to become a successful Chicago journalist and, in 1911, at the age of 18, Cornwell followed in his boss's footsteps and left for Chicago to work at *The Chicago American* and *The Chicago Tribune*.

Once in Chicago, Cornwell enrolled in a course at the Art Institute, but attended classes only sporadically. Too restless for the rigors of a formal education, Cornwell abandoned his place as an educator and returned to newspaper work.

Possessed with a fierce work ethic, Cornwell typically worked in excess of seventeen hours a day, seven days a week. In addition to his newspaper assignments, he would supplement his income by painting restaurant signs for local merchants, painting scenes for window displays at Marshall Field's, and drawing cartoons.



Anna Maria mit Hut, Öl auf Leinwand, 55 x 36 cm



Illustration (1916). Oil on board, 18 x 24 in.

In the Tribune, Cornwell had the opportunity to meet many successful illustrators from New York. In his eyes, recognition as a New York illustrator represented the pinnacle of success and a career as a New York illustrator became his new goal. He was soon hired by Ray Long, editor at Redbook magazine, who gave him his first magazine commission for three illustrations in the September 1914 issue.

In 1915, he moved to New York to study at the Art Students' League. There he met Harvey Dunn, who became his mentor and introduced him to the philosophy of Howard Pyle, with whom Dunn had studied. Pyle, founder of the Brandywine School of Illustration, inspired his students with idealism and a sense of mission in artistic creation. The list of Pyle's student's includes some of American most important illustrators: N. C. Wyeth, Frank E. Schoonover, Philip L. Goodwin, Maxfield Parrish, Thornton Oakley, and Louis Welden何特。

Dunn examined young Cornwell's portfolio and invited him to participate in the three-month summer course that he and Charles Chapman were to conduct in Lenape, New Jersey. In his classes in Lenape, Dunn tried to instill in his pupils the idealism and artistic principles of the Brandywine School. Dunn and Chapman taught in an old Civil War mansion. Each student paid fifteen dollars each month for tuition, and five dollars a month for rent. The students lived in the mansion, cooked their own meals, did their own laundry, and purchased their art supplies at cost from Dunn and Chapman. Cornwell was later to recall: "I privately

look back on the time when I was privileged to sit at Harvey Dunn's feet. He taught art and illustration as one discipline. He taught it as a religion."

Cornwell absorbed both Dunn's philosophy of painting and his material techniques. He studied the effect of light to determine form, and the importance of tonal values and composition. Cornwell's illustrations after his time with Dunn were total paintings that expressed mood by means of dramatic use of light. Many of Dunn's students were amazed by the rapid transformation of Cornwell's work. Charles Addams once questioned Dunn as to how Cornwell so rapidly assimilated Dunn's techniques. Dunn replied that Cornwell was already an accomplished artist when he joined the classes, and therefore only needed to be shown the way.

In 1916, Cornwell completed his first post-Dunn commission, the illustrations for "Black Mage's Old Trial" by Dick Litt. Cornwell completed these illustrations with a new authority and sense of touch. The year proved to be one of Cornwell's most successful years. He completed commissions to illustrate five short stories for Redbook, and then received his first commission for a sensational novel, "A Man's Man" by Peter R. Kyne, which ran from August, 1916, until February, 1917. The serial was a tremendous success, and readers from all over the United States looked forward to the next installment. Both the man of Kyne and Cornwell. From November, 1917, to August, 1918, "The Valley of the Giants," written by Kyne and illustrated by Cornwell, was published serially by Redbook.

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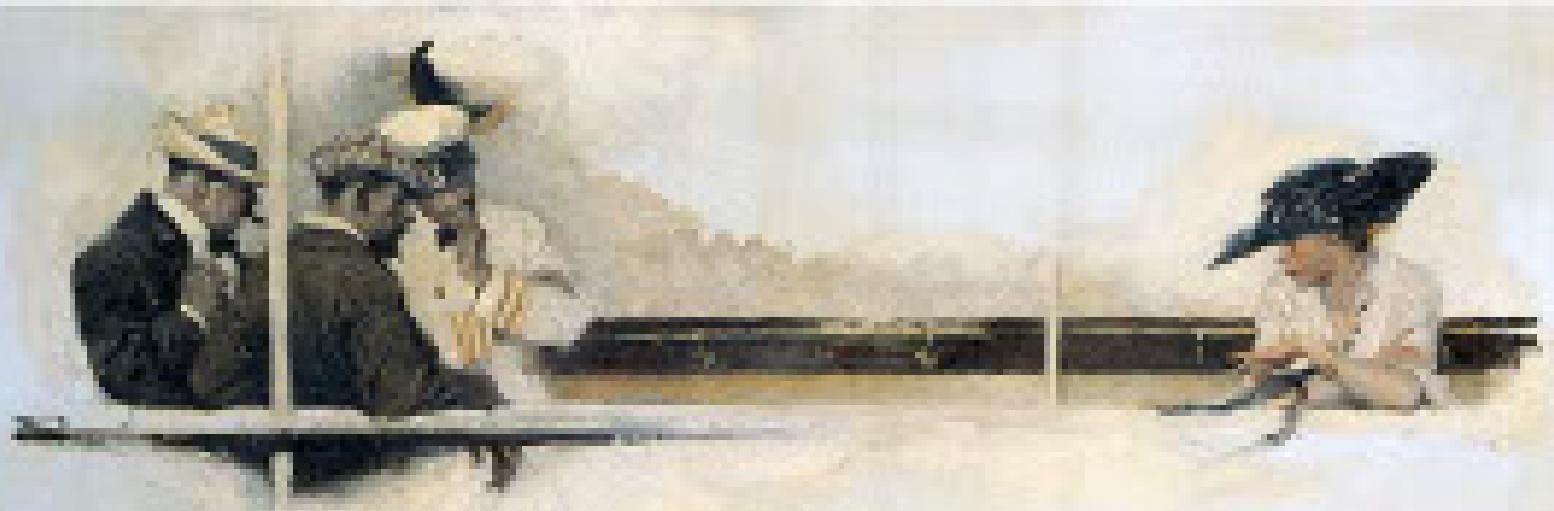


Illustration for "Illustrations of You" by John Flanagan Wilson, published, 1916. Watercolor, 19 x 14".



Illustration for "Wise at the Crossroads" by Ruth Stone Brown (composition), 1916. Watercolor, 24 x 18".



Illustration by Yannick Tardieu (left) from "The Blue Umbrella," by Peter H. Reynolds, (Chronicle Books, 2013; \$16.99, ages 3 to 8).



Illustration by Peter H. Reynolds (right) from "The Blue Umbrella," by Peter H. Reynolds, (Chronicle Books, 2013; \$16.99, ages 3 to 8).





Illustration to "The Tiger's Wife" by Edward B. Kinsella. © 1938 by the author. 10 x 14"

From 1918 through the mid-1930s, Cornwell's illustrations appeared in many of the most popular magazines of the day. Cornwell's short stories, short stories, poems and written needs appeared in *Cosmopolitan*, *Playboy's International*, *Good Housekeeping*, *Harper's Bazaar*, and others.

In the mid-1920s he toured the Middle East, photographing and sketching, ultimately using the material as reference for his illustrations for "The Man of Gallor" and "The City of the Sun King" which were serialized in *Good Housekeeping* magazine and later published in hardcover books. Cornwell remarked years later that the quality of the sunlight at that area of the world was like no other, and even oil paint takes strange turns; the sun could not match the brilliance of the colors he had seen there.

Cornwell illustrated numerous novels, stories and adventure set in romance and exotic lands, and on the high seas. These stories featured the excitement of the American West, the intrigues of the Orient, and the cultures of the Mediterranean and Middle East.

When Cornwell returned to Chicago for a visit in 1918, he had already achieved success as a New York illustrator. While

visiting his old friend at The Chicago Tribune, he met Mildred Kirkham, an editorial assistant, and in September of the same year he and Mildred were married. Cornwell chose California for their honeymoon, for he was fascinated by the American West and loved outdoor life. Mildred, quite to the contrary, found little pleasure in camping and outdoor life, so before long they young couple returned to New York in a studio apartment on Broadway.

The Cornwells' marriage was difficult from the very start. The Kirkhams were a prosperous middle-class family, and were not very pleased at all at the prospects of an artist as their son-in-law. Mildred's father, George Kirkham, was a retired businessman whose company had installed the incandescent lights at the 1893 Columbian World's Fair Exposition in Chicago. Mildred's maternal grandfather had been a leader in the women's suffrage movement and the Women's Christian Temperance Union, and Mildred had been raised on women's rights and opposition to the consumption of alcohol. Her disapproval of drinking brought an additional element of discord to the marriage, for Cornwell throughout enjoyed drinking in the company of his fellow artists.



Illustration for "The Golden Fish" by Gustaf Tengren, 1942. Watercolor, 11 x 16"



Illustration for "The Seven Peas" by Gustaf Tengren, 1942-43. Watercolor, 11 x 16"



Illustration for "Kingship" by Robert Bolt, published by Penguin, 1990, 20 cm x 26 cm, £12.99



Illustration for The Winter King by Douglas, 1997, 20 cm x 26 cm, £12.99



Still Life with Red Bottle

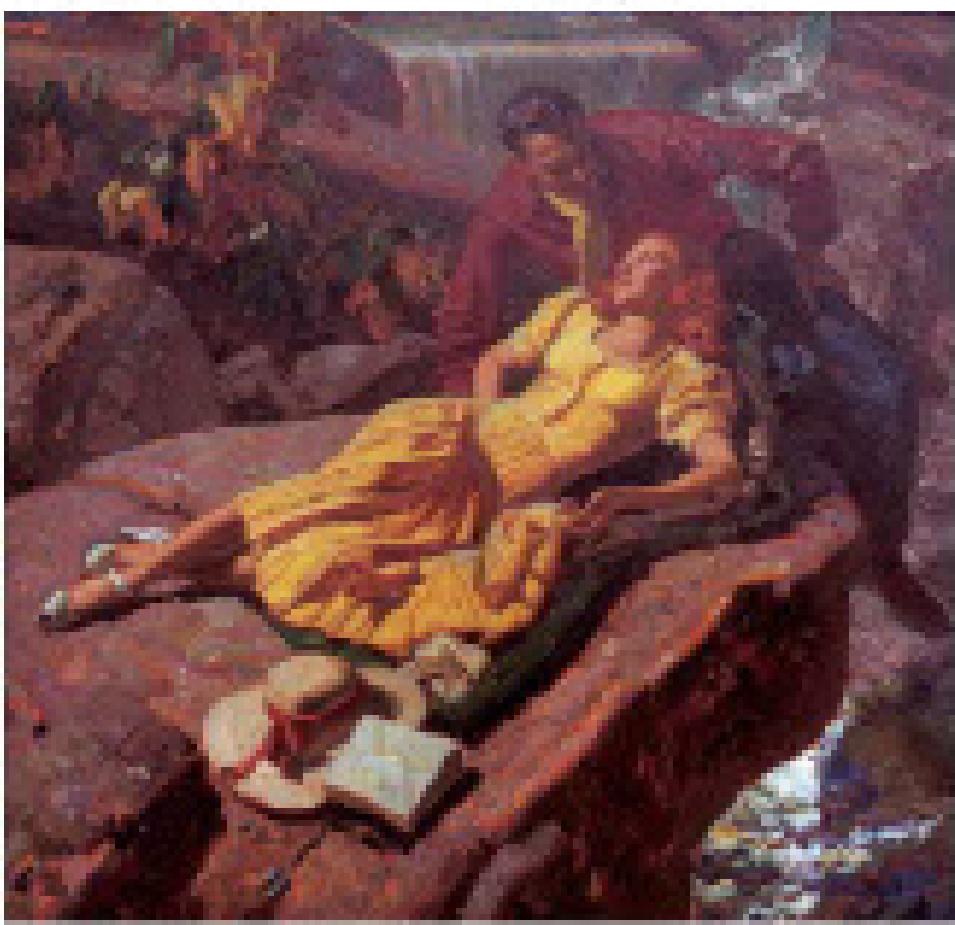
Oil on canvas, 1990



Saints sketch: Pencil and red wash on vellum, 25½ x 17"



Head sketch: Oil on masonite, 20 x 16"



Gloves illustration: oil on masonite, 20 x 16"



Illustration for "Five-Pointed Star" by Leo Tolstoy. From *Five-Pointed Star* (1902). Oil on canvas, H x W

100 x 80 cm. Collection of the State Russian Museum, St. Petersburg. © State Russian Museum, St. Petersburg



Illustration for "The Board Game" by E.B. Cawelti. Publisher: D.L. Johnson. 1911.

Despite these differences, the Caweltis brought two children into the fold: a son, Kirkham, born in 1910; and a daughter, Patricia, born in 1911. Early on in their marriage, Dean Cawelti began a series of continental summers, setting the pattern for their subsequent married life. Adelaid would return to her family periodically and would remain in France until her husband begged for Raspoutine and raw-mackerel to return to New York. From 1911 until the time of his death, Dean and Adelaid lived separately but were never divorced. Cawelti continued to support his wife and family in the manner they had become accustomed to. Son Kirkham attended Cornell and Harvard, and daughter Patricia attended Chapel and Vassar.

Throughout his career, Cawelti tutored some steps at a time. His major form of education were playing his cards and the occasional automobile drive. In contrast to his wife's enjoyment of leisure, Dean Cawelti was frugal in his personal

habits and was known to travel to Brooklyn by subway to save a few cents on a tube of paint. Although Cawelti completely denied his ties to his work he has left a distinct mark. He was very active in many professional organizations, such as the National Arts Club, the Society of Illustrators, the Society of Moral Printers, and the Critics Association. He was a sociable man who enjoyed travel, and the occasional romance.

From 1919 to 1927, Cawelti painted in the style that established his reputation in *The Dial of Illustrators*. In a 1919 article entitled, "Dean Cawelti: A Painter Who Illustrates and an Illustrator Who Paints," James Montgomery Flagg paid tribute to Cawelti: "The illustrator par excellence. His work is approached by fire and impaled by bone. He is the most sought-after illustrator of the day. He can turn the most mundane of scenes with poetry and romance and transform a common place setting into an Arthur Righ's adventure. His secret? He is a born artist."

Cornwell firmly believed in the integrity of his position as an illustrator and advised: "Unless you consider drawing to be a pursuit as to be worth every last ounce of your strength and effort—don't be an illustrator." He recognized that the illustrator had a special task taken since "An important difference between a fine artist and an illustrator is that the former goes through life painting the things that he sees before him, the things that appeal to him; while the latter is forced to paint something that neither he nor anyone else has ever seen, and make it appear real. The true mission of an illustrator is his ability to take a subject about which he may have neither interest nor information, tackle it with everything he's got, and make the finished picture look like the consummation of his life's ambition."

THE MURALIST

At one point Disney Publications offered Cornwell a long-term contract for \$1000 per day, which he quickly turned down—knowing that in order to attain artistic immortality he needed to concentrate his efforts on the more permanent and sizable form of mural painting. In 1927 he entered and won a competition to paint a series of murals for the Los Angeles Public Library. With no space large enough to work on the project, Cornwell contacted Frank Brangwyn in England, with whom he had previously apprenticed, who invited him to use his studio in London. The mural, consisting of over 200 figures, took close to five years to complete, and cost Cornwell well over the \$50,000 he had originally quoted.

Thomas Bagby reported in the February 26, 1935 edition of the *New York Herald Tribune* following an interview with Dean Cornwell upon his completion of the Los Angeles Public Library murals: "The theory that modern artists are practical men of the world who barter their wares with the descendants of a trader on the floor of the stock exchange received a jolt today when Dean Cornwell admitted to this reporter that he had not painted a penny on the five years of labor he put into completing the largest set of murals ever put on canvas for the new Los Angeles Public Library at a contract price of \$50,000."

"Cornwell stated that the money he received covered most of the cost of the



Pantiles (An Alcove from novel *Bleak House*) (1921)



Preliminary sketch for a panel in *The Knight from Mars*, Maxfield Parrish, 1911.

materials, transportation, and other expenses, but the labor had to be voluntary in personal satisfaction and love of art.

"The greatest insight he had prior to a stroke of good fortune when, based on his sketches and bid, he won the contract in June, 1917. His specifically set about painting four murals 40-foot square, and eight minor murals 20-foot high, containing over 500 figures, each one four times the size of an ordinary man. He estimated the job would take the full five years allowed, and planned to do it in America. There was no money, so far as he could see, why 100,000 would not cover all expenses and offer him a reasonable return for his labor.

"The first difficult issue when New York failed to provide a studio large enough for the canvases, Mr. Parrish was forced to go to London, where he rented a studio from Frank Brangwyn, England's most famous mural painter.

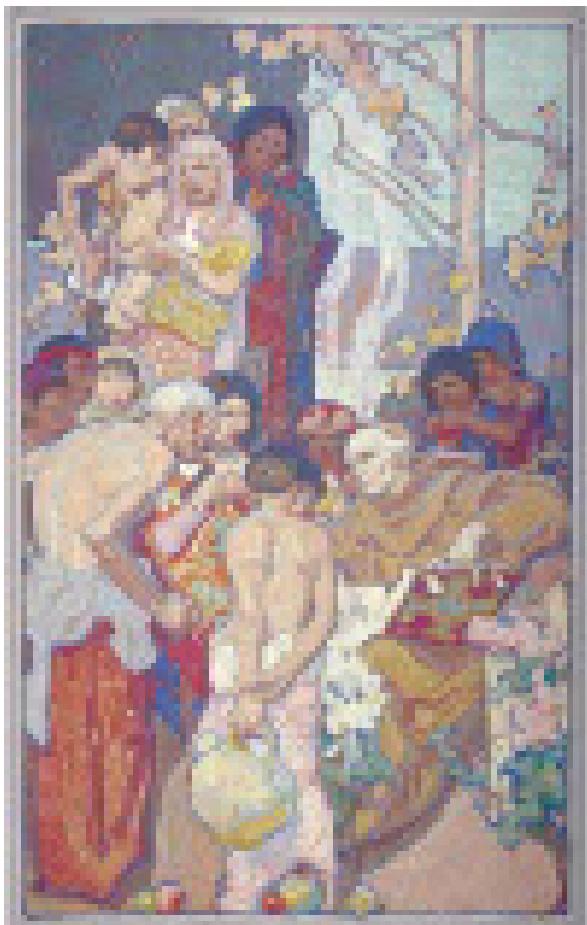
"Then he had to return to New York in search of models for a clipper ship and the gold mining period, and once in search of Indians.

"But he made cartoons from bat square. These were photographed and projected on the large canvases where they were sketched in charcoal. Smaller projections were painted in the black and gold color scheme, and then the process was repeated again and again as the artist painstakingly evolved closer conceptions of his ideas.

"Then the cartoonist masterfully passed to represent his cupboard by doing separate illustrations such as that made him famous.

"For five years I didn't even have an hour of useful sleep," he said. "I know I shouldn't do it, but I always worry and a pin is thicker. Usually it is five weeks; this time it was five years."

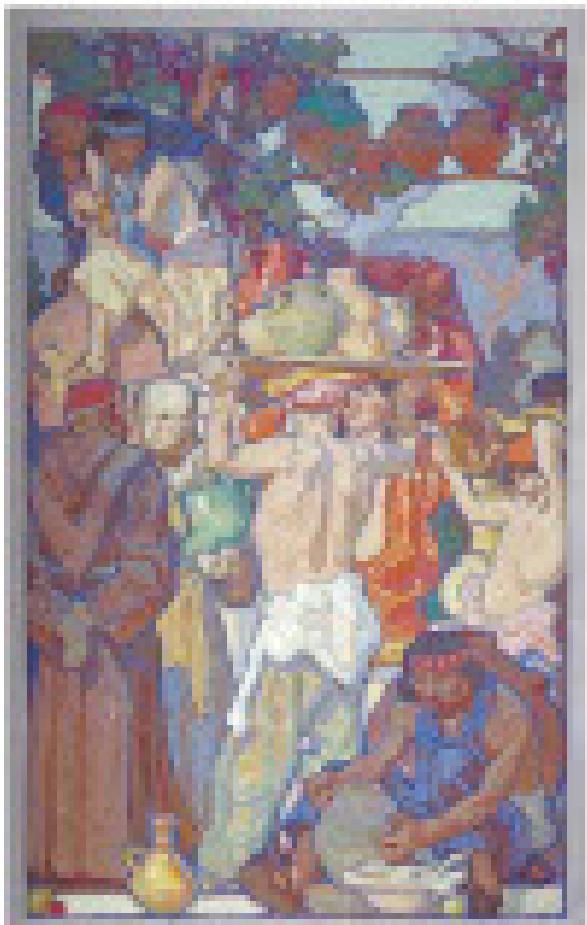
"Finally in 1921 he was ready to paint the large canvases and he again returned to the transit station and set out for Los Angeles with his trunkful of materials. Once more the problem of finding a studio arose, but this time it was the cinema producers who came to his assistance. A studio had been built for the special purpose of producing scenery and backdrops for large screen stages.



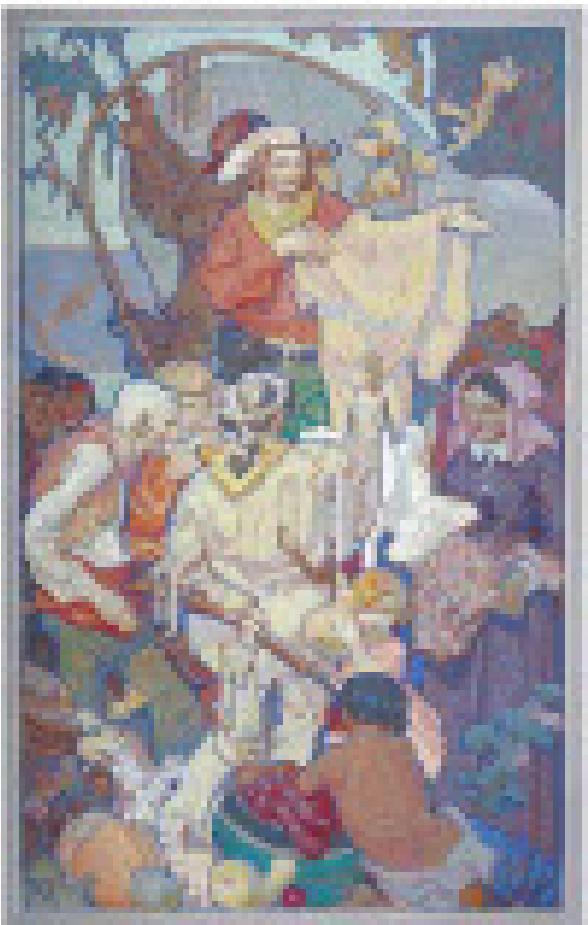
Mosaic - Return to Shantou, 2008, vertical panel, Los Angeles Public Library, 2008. 10'0" x 10'0" on board, 20' x 10'."



Mosaic - Return to Shantou, 2008, vertical panel, Los Angeles Public Library, 2008. 10'0" x 10'0" on board, 20' x 10'."



Mosaic - Return to Shantou, 2008, vertical panel, Los Angeles Public Library, 2008. 10'0" x 10'0" on board, 20' x 10'."



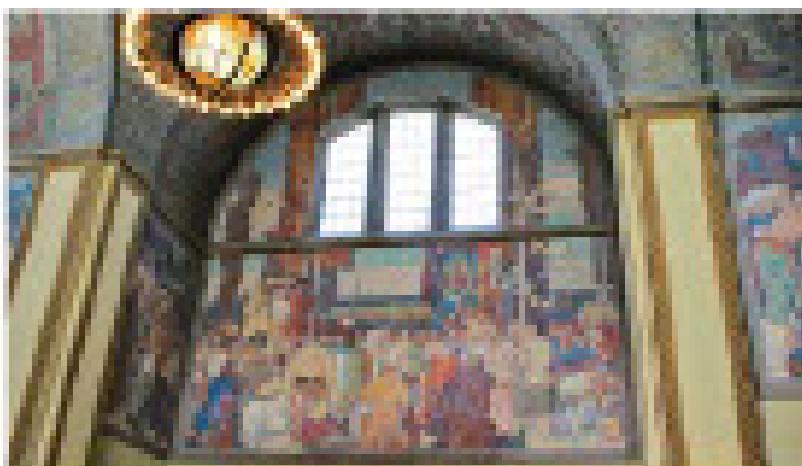
Mosaic - Return to Shantou, 2008, vertical panel, Los Angeles Public Library, 2008. 10'0" x 10'0" on board, 20' x 10'."

and had been abandoned when the depression laid its heavy hand upon the country.

"In the end, everyone was satisfied except some of the artists who didn't get the job," Cornwell said. "And I felt like every artist who wants to do something to the up of a public utility. I nearly lost my shirt doing it, but the satisfaction of creating those grand figures, and the realization that countless thousands of people will see them and enjoy them made up for it all."

One of Cornwell's largest and most time-consuming commissions was Telephone Men and Women at Work, a mural for the New England Telephone and Telegraph Company. This mural, which required almost five years of labor, depicts three groups of telephone people at work: the pioneers; the telephone men and women of the present; and heroic men and women in times of grave emergency. Cornwell was paid \$10,000 for the mural—the commission cost over \$110,000. Cornwell rented space in a large area above Grand Central Station and painted the mural in 20 six-foot sections.

Cornwell accepted the financial limitations of mural painting, saying that "Those who expect to get rich from mural painting will be sadly disillusioned. No mural I've ever painted has paid me anywhere near the amount that comes in from my illustrations, work for books and magazines. In fact, the murals I do take up about expenses and never a good living from it. It does lead to the building of a permanent reputation, and your work is on display for years—possibly



Mural in the Lexington Public Library, 1937

indefinitely—if you'd like magazine illustrations over time beyond the moment."

Cornwell went on to paint dozens of murals for government buildings, hotels, corporations and airlines. His murals in the Los Angeles Library, General Motors Building, New York World's Fair, Louisville Memorial Hotel, Wiesbaden and Radio City Music Hall—to name a few—have been seen by millions and, through reproduction, countless more. From 1933 to 1936 he served as president of the National Painters Society.



The Playing Room
Dean Cornwell
Oil on canvas, 10" x 16", 1937



Corner of My Studio
Dean Cornwell
Oil on canvas, 11" x 16", 1937

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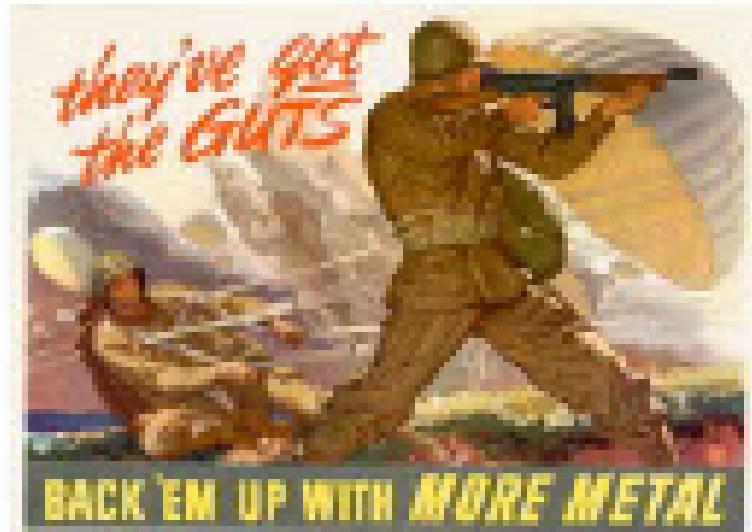
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Advertising illustration by George Bellows, September 1918. 24 x 30 inches. 21 x 28"



WORLD WAR TWO AND BEYOND

When America entered WWII in 1941, it was inevitable that Cornwell's brush would be requisitioned for paintings illustrating men and machines in conflict. The initial demand came from large corporations that had turned from the selling of everyday items to the selling of war. Fisher Body recruited with Cornwell for a long series of paintings to run continually in features in different magazines.

"For all of those Fisher Body jobs," explained Cornwell, "my illustrations had to be designed in such a way as to permit cropping on any or all sides, in order to accommodate themselves to the varied page requirements of the magazines in which they were to appear."

All war pictures needed to be approved by the War or Navy Department, both of which, inevitably enough, sometimes were reluctant to give the artist the information he needed to make his illustrations technically accurate. When new and event designs were involved, the pictures would not get approval if it was necessary to add details. In many cases a draw-



Advertising Illustration by Dean Cornwell, 1944-50 (reverse)

ing actually had to be labelled to get the Department's approval. Otherwise Cornwell had to rely on news photographs and documentary films to gather details for his war paintings.

For assignments of this kind, research consumed a great deal of the artist's time, but of course Cornwell would become legendary for his painstaking research, and for the preparation he put into his paintings.

After the preliminary studies had been completed and a comprehensive sketch in color had been approved by the client, the process of completing a painting progressed quickly. From a photograph, small enough to generate a projecting lantern, was made of the composition. This image was projected directly onto a canvas and the outline was drawn with either black soluble pencil, red pencil, or graphite chalk.

After the outlines had been transferred to the canvas, Cornwell would make an underpainting with egg tempera, transparent without white. The colors would merely hint at those to appear in the final rendering, instead, and the whole underpainting would be in a very high value key. The primary

purpose of the underpainting was to establish the final design in thin, flexible tempera medium so that there would be no major experimentation with the final painting. The medium was applied in thin layers, which could be washed off, or even drawn over if necessary to achieve the final design.

From the early 1920s through the mid-1950s, Dean Cornwell illustrations appeared in magazines and on postcards illustrating advertising copy for hundreds of products, including Palmolive soap, Coca-Cola, Quaker Oats, Borden, Skippy-Hewitt newspapers, and Seagram's whisky. During the 1930s, stage and carnival illustrations by Cornwell hung in homes, offices, businesses, and schools across the United States. For most of the Golden Age of Illustration, Dean Cornwell was known as "The Dean of Illustrators," with the accompanying celebrity comparable to movie star and television personalities today.

Throughout his career Cornwell worked in full color, although for many years his illustrations were reproduced in black and white monochrome, or with a very limited color



Illustration for "The Red vase" by F. Schlesinger. Source: International Library (1922-23) no. series 333 n. 307

palette. These restrictions were due to the limitations of half-color printing in the 1920s. On the occasion of a 1968 retrospective of Gershwin's illustrations, Norman Mailer wrote: "The colors were his voice that when there were reproduced in muted colors, at over black and white, the projection of the original color composition and emotion did not disappear on the printed page."

Gershwin was an absolute master of composition. He firmly believed in careful preparation of his work through preliminary drawings and color sketches. Early on in his career he used charcoal and often elaborated charcoal sketches to solve the basic problems of composition and color values. Gershwin based his compositions upon abstract patterns of light and dark, the bright and followed the rule: "the lighter light in the shades is darker than the darker dark in the light."

Gershwin reacted against easel painting in oil throughout his career as an illustrator and most particularly he did not recommend the medium to aspiring illustrators. It is not until, he pointed out, to the type of work, editors were increasingly demanding. For one thing, oil lacks the wide range of values and subtlety of watercolors, particularly the powerful oil-like colors. When Howard Pyle introduced oil painting to an illustration audience at the turn of the century, a colored picture

in a magazine was highly prized. The original was reproduced with loving care on a flat-bed press; it was a work of art. In the business of mass publishing, color faded from every page. Editors try to save scarce half-color with two-page-float layouts and take colors. Colors must be limited; pictures must be rebound with color. On cheap paper, run through multi-column presses, a picture painted with brilliant colors cannot stand the test of cheap shouting down the competition. The result is as transient as a newspaper.

Gershwin was the spokesman for the American illustrator who had witnessed the transformation of the world of communication and entertainment through color reproduction, motion pictures and television, and was trying to find a meaningful role in a world transformed by technology. He believed that the illustrator must remain independent of the camera. By the 1940s, many artists were relying heavily on photography, projecting a photograph and tracing the resulting image. Gershwin strongly rejected this method, for he felt that the creativity involved was that of the photographer rather than the painter:

"I'm afraid that the camera had a place in illustration but should be relegated to the documentation of fact and detail. 'The greatest thing about a photograph should be the absence of it.'

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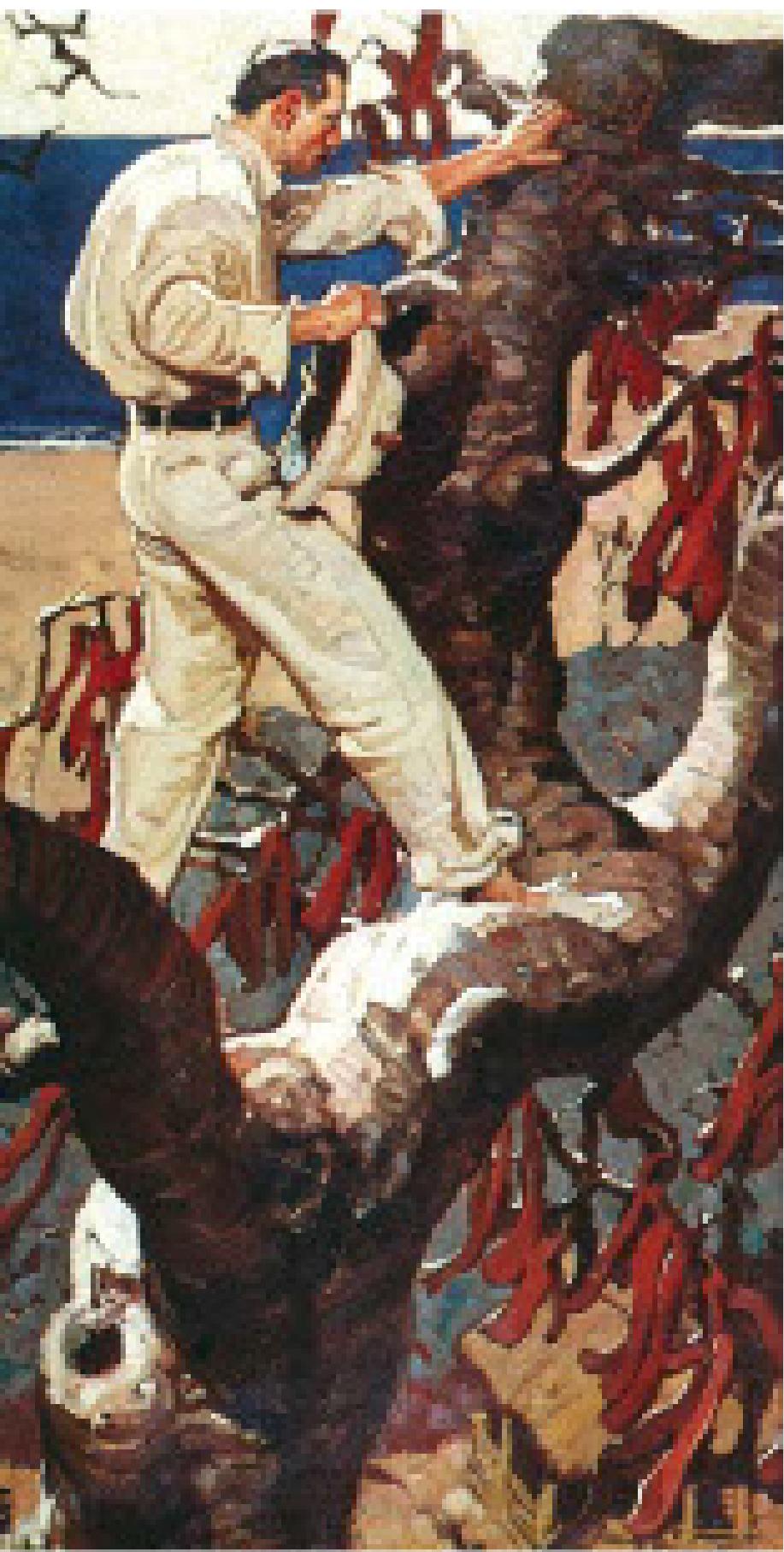


Illustration for "Young Girl" by Alice Neel. © Estate of Alice Neel. Courtesy of the artist.

mentation of facts. This can either be the anatomy of a male figure in a given pose, or it can be details within a landscape or architecture. The illustrator needs to do what the camera can't do—the camera can't add the spirit—it can't go beyond the mentality of its models. Test your work ask yourself if the camera can do all you have done. If you can make a real picture you won't have to worry about the camera."

A painter who could draw with Cornwell's facility had little need to rely on photography. His pencil and charcoal made a far more useful recording of an object than a camera. The camera, he pointed out, takes everything in its relative importance in time. An illustrator's task is to focus on details, scenes, and other events that are significant in a particular story. Cornwell found a pencil drawing made on location ten times more useful than any photograph. "Your eye goes around what interests you when you draw it," he said. "You put its real significance—to you—into the drawing. But often in referring to just snapshots you even wonder why you took them in the first place."

Cornwell was always sketching, sketching. He would often say, was his hobby. After an exhausting day in the studio, he viewed sketching from nature as a low-maintain cost relaxation. His studio was filled with countless portfolios filled with sketches of landscapes, trees, furniture, hunting and wildlife.

Throughout his career, Cornwell traveled whenever possible so that he could absorb a feeling for the land and the people he would portray, and achieve authenticity in detail of costume and setting. In 1916 he had the opportunity to visit Central America, and in 1921 he toured the Mediterranean on the S.S. *Gordillo*. He visited Palestine, Turkey, Greece, and many other lands of the Middle East. Cornwell took hundreds of photographs and made sketches that he used as background material for *The City of the Great Day* and *The Man of Sorrows*, and for his Holy Land illustrations for many years.

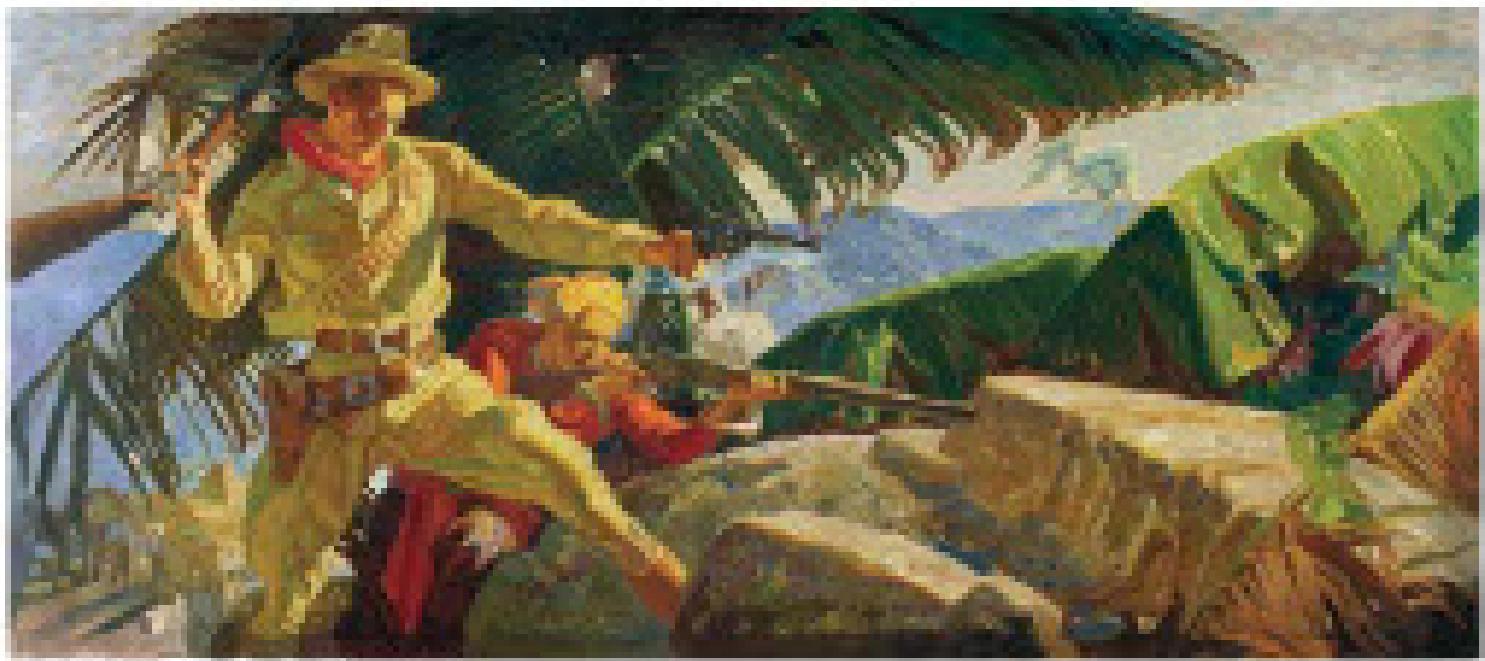
Cornwell served as president of the Society of Illustrators from 1922 to 1926 and was elected to the Illustrators Hall of Fame in 1959.

During the last years of his life, Cornwell lived in his studio on Sixty-seventh Street. He was assisted and cared for by his maid, Billie Major, who attended him from the time he awoke in the morning until he was asleep at night. Cornwell missed the public attention he had enjoyed in the early days, when he was a household name. During these last years, as in the earliest days of his career, Cornwell worked seven days a week and continued to plan for the future.





Illustration for "The Best Happy Life of Peasant Russians" by Kuzma Petrov-Vodkin, Competitive Composition, 1916. Oil on canvas, 180 x 80".



Story Illustration, c. 1944-45 oil on canvas, 20 x 27".



Wanderer over the Sea by Gustave Courbet, 1869. Oil on canvas, 210 x 310 cm.



Illustration for "The Glass Collector" by William Styron. Knopf's International Best-Seller. \$12.50



"Illustration for 'The Great Train Robbery'" by Peter H. Kyne, illustration, 1926. Oil on canvas, 24 x 30".

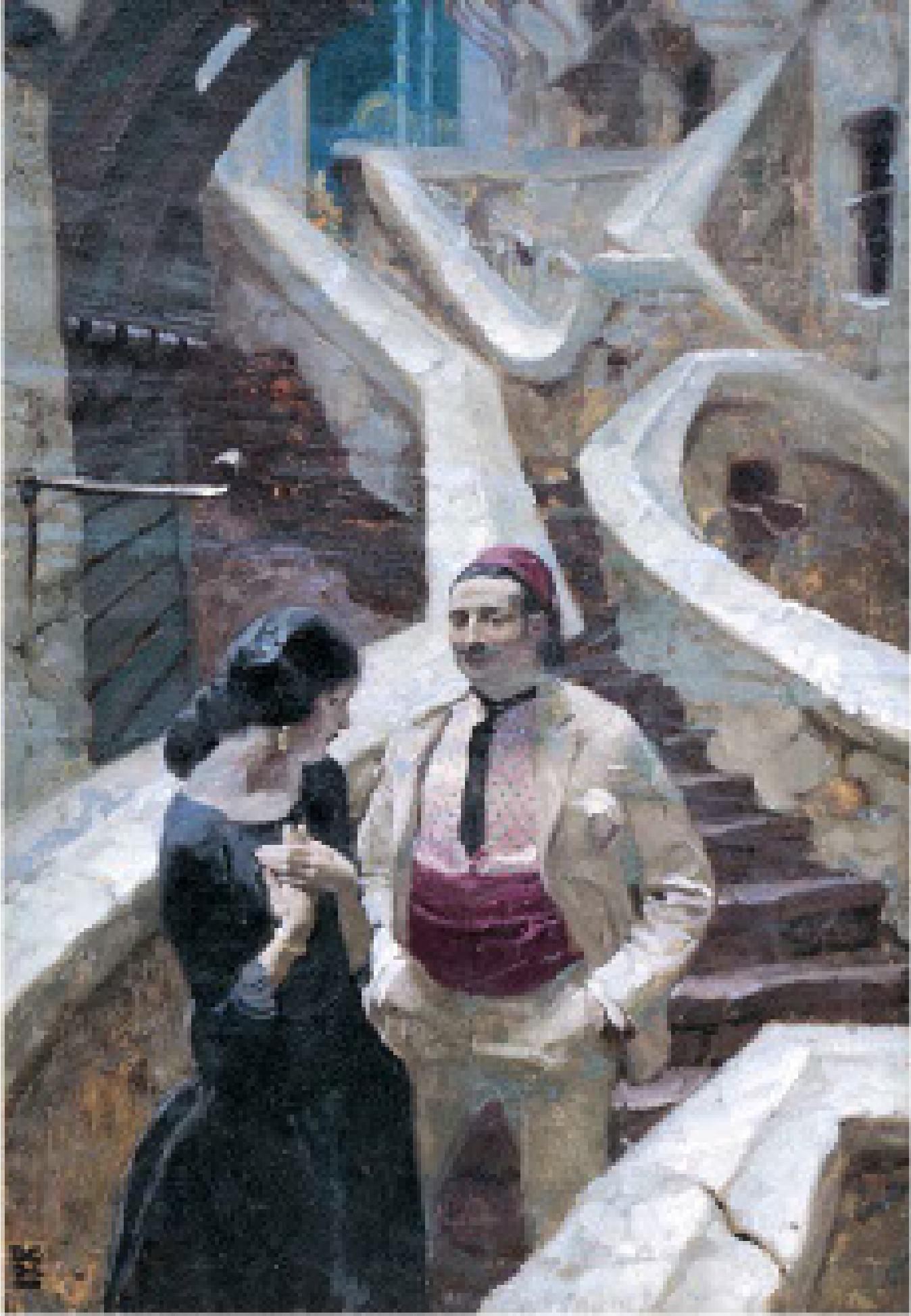
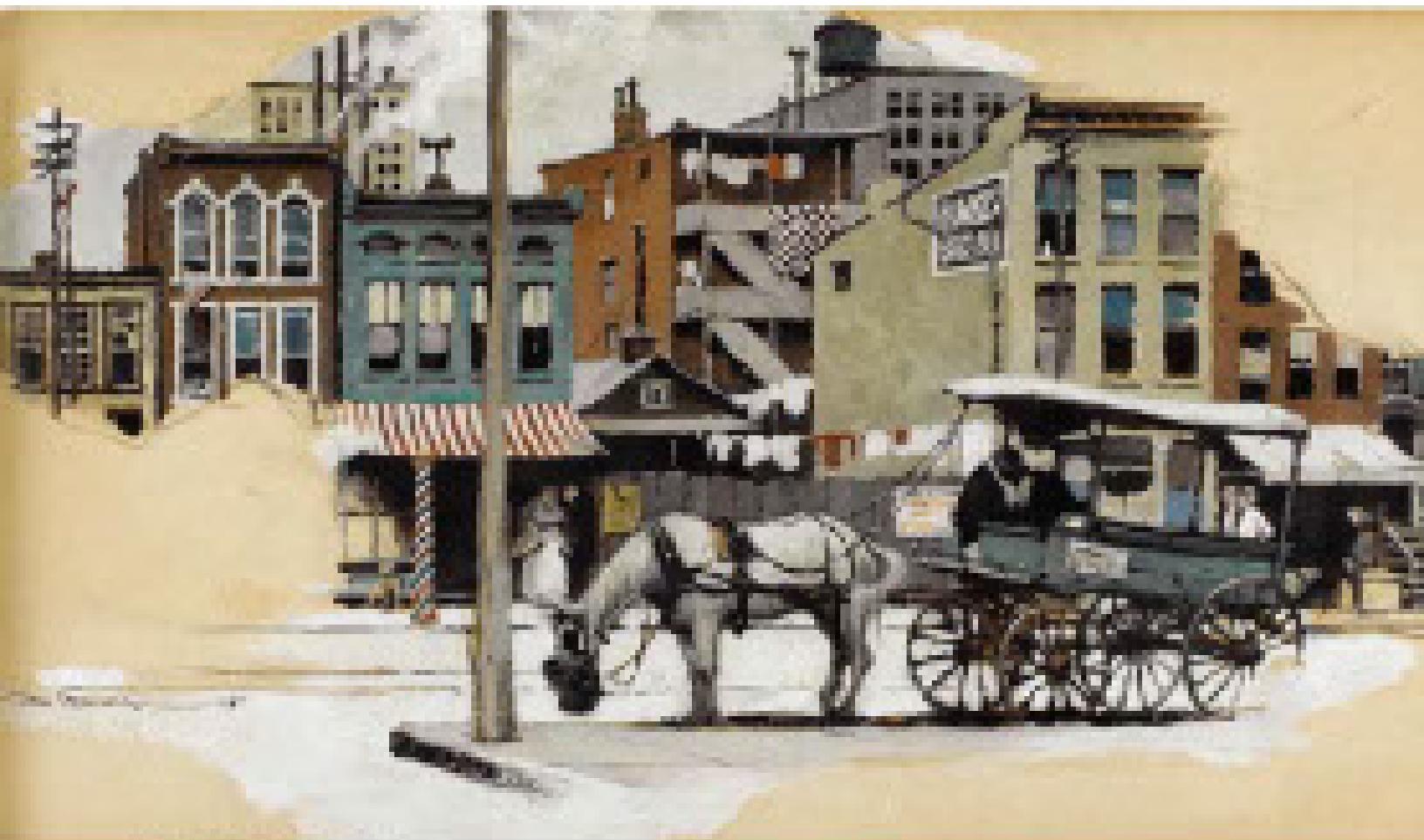


Illustration for "The City of Inspiration" by Sir Philip Sidney. Comptonell, April 1926. Oil on canvas, 60x40".



Grant Wood, *Horse Drawn Streetcar*, 1907

At the time of his death, Cornwell was working on a mural for the Berkshire Life Insurance Company in Pittsfield, Massachusetts. The bank had originally commissioned Norman Rockwell to paint the mural, but the Pittsfield commissioners told Rockwell that attempts at mosaicing and the complexities of the medium overwhelmed him. Challenged to do twice the time or the energy necessary for the study of mural painting, Rockwell abandoned the project. Cornwell agreed to complete the work and uncomplicatedly recognized the mural. After his death, Cliff Young, his assistant, completed the work.

In the winter of 1996, at forty-eight years of age, Cornwell suffered severe abdominal pains that were not immediately diagnosed. On December 5, he entered Roosevelt Hospital for surgery to stop internal bleeding from the rupture of a main artery. He died on the operating table.

Although throughout his career Cornwell believed his place in American art would be achieved through his murals, his major contribution was his work as an illustrator. Cornwell's illustrations have portrayed the changing lives and themes of the American people and did so in a dramatic, yet accessible way. Through his magazine and book illustrations, Cornwell captured, decade-by-decade, the image, spirit, and style of twentieth-century America.

An "artist who illustrated," Cornwell's paintings were exhibited in the Whitney Museum of American Art, The Pennsylvania Academy of Fine Arts, The Chicago Art Institute, the Washington Society of Fine Arts, the Pratt Institute, the Art Center of New York City and the National Academy of Design. ■

—John David J. Horwitz

JOHN DAVID J. HORWITZ, a columnist, wrote the author of a forthcoming book about the Reynold Rens, based on his family's much-painted portraits of the 1920s post-chefs to doch of the St. Paul Women, The Greater White Army Co., the students, the Mrs., Marbles, Mrs. the girl next door, Arch of the Perfect Peacock, The Brady Bunch, and many more! Reynold Rens: A Life in Pictures will be published later this year by The University Press.

Thanks to Charles Clinton G. Mergen, who provided many of the images used in this issue; Thanks also to The Bostonian House, and Heritage Auction Galleries, for providing the balance of material presented here.

For more information about Grant Cornwell, please visit Patricia Daniels' *Grant Cornwell*, published in 2000 by WritersHouse/ABC Books/ABC Books/2000 by Galerie's Press/Parkland, PA.



Illustration for *The Book of Hours* by H.A. Llewellyn, 2007

MURRAY TINKELMAN

by Daniel Zinman

Murray Herbert Tinkelman, born 1933, is a prominent figure in the field of American illustration. For over fifty years he has created memorable and iconic illustrations, winning a host of awards and honors along the way. While pursuing his craft as an illustrator, Murray has also spent many years as an educator, molding the minds and skills of thousands of budding artists.

For those who may not know, Tinkelman has won gold medals from the Society of Illustrators, The Art Directors Club of New York, the Worcester Art Directors Club, and the Society of Publication Designers. His illustrations have appeared in such esteemed publications as *The Atlantic Monthly*, *The New York Times*, *Esquire Magazine*, and *American Heritage*. They're Up!, and *The Washington Post*. He has produced book covers for Ballantine and Putnam Books. His one-man exhibit of baseball drawings was shown at The National Baseball Hall of Fame and Museum in Cooperstown, New York, in 1994, and at The United States Sports Academy in Daphne, Alabama, in 1995. He has received the 2001 Sports Artist of the Year award from The United States Sports Academy, the 1993 artist of the Year award from The Graphic Arts Council in New York, and the 2001 Sennse University Faculty Service Citation. His work is represented in the permanent collections of the Brooklyn Museum, the New Britain Museum of American Art, the Delaware Art Museum, and the International Photography Hall of Fame & Museum.

As an educator, Tinkelman's influence has been profound. He is the founding chair of the illustration department at Parsons School of Design, where he worked for over 11 years. He is a graduate laureate from Syracuse University, where he taught in the undergraduate program and was the senior ad-



MURRAY TINKELMAN

cor in the Individual Study MFA Program in Illustration from 1979 to 2000. He is now the Director of the Limited Residency MFA program at the Hartford Art School, University of Hartford, Connecticut. In 1999, Tinkelman was the recipient of The Distinguished Educator in the Arts award from the Society of Illustrators, New York.

As an extension of his interest in education, Murray travels around the country giving entertaining slide presentations on the history of American illustration, the evolution of his own work, and other topics related to art history. He has lectured at over 125 museums, universities, colleges, and professional organizations.

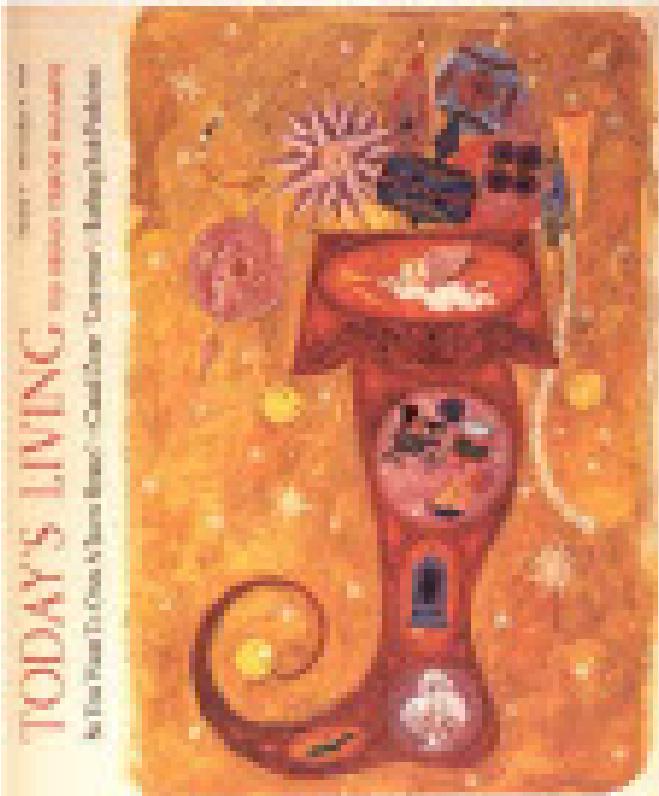
In Illustration 358, we traveled upon the early years of Murray Tinkelman's career, and on his time with the Charles E. Cooper Studio. While those early years were formative in the life of the young illustrator, that was hardly the whole story. In this issue, we revisit Murray and his career (in progress) to talk about his history, art, education, and the future of the illustration industry.

BB: Tell me about growing up in Brooklyn.

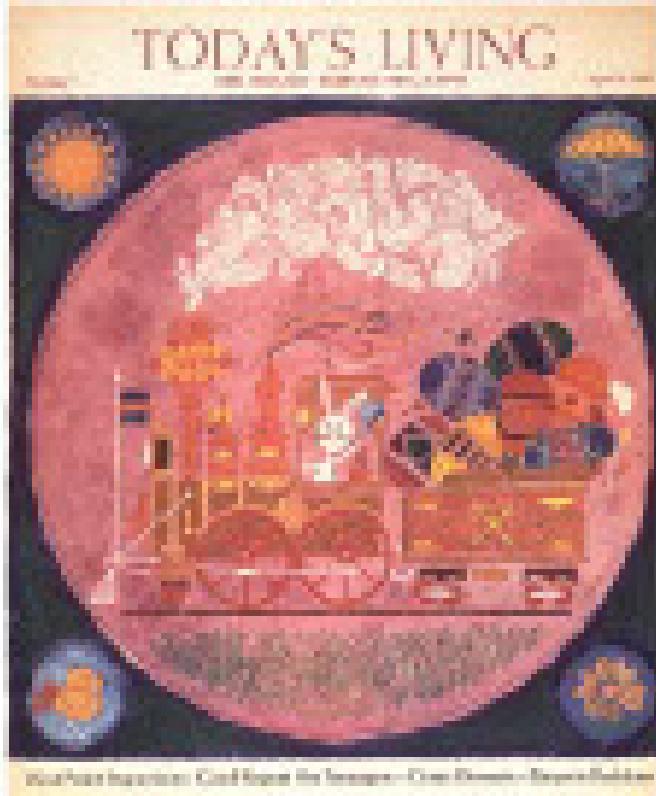
MT: I was born in 1933, and I grew up in the Brooklyn section of the city. As a kid, everyone was always bitching about not having any money. So, in my free drawing, I had a run-up in the sky, and God was sprinkling money down from the clouds. I wish I still had that drawing; it was pretty good.

Around that time I found out I was color blind. I was very grieved when a few relatives got me a gift basket and I was disappointed when they told me that people don't have green items. But that didn't stop me.

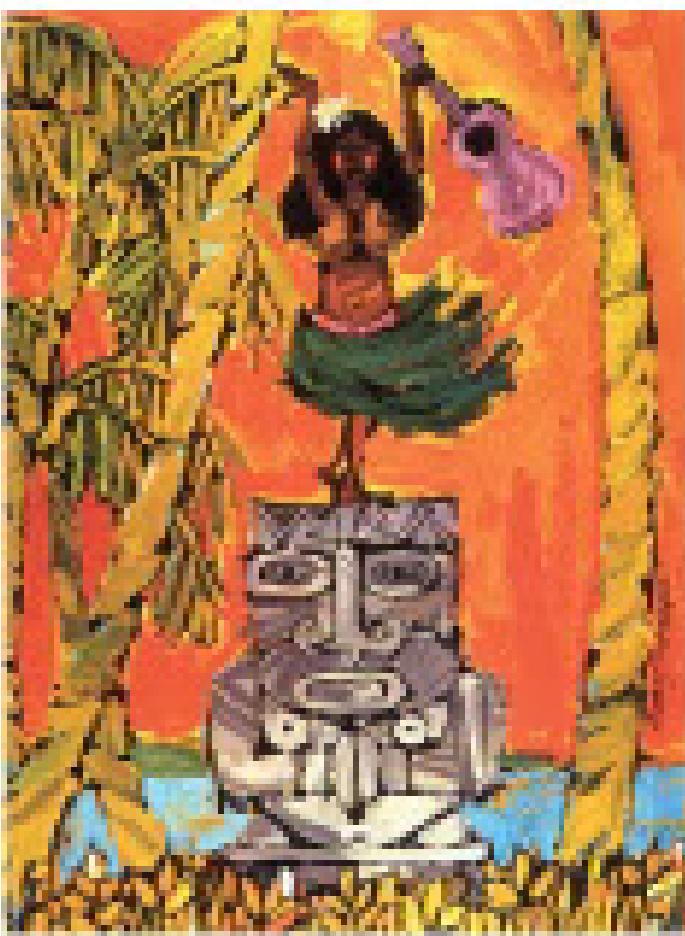
BB: The color blindness didn't affect your work?



See it Today! Living (December 1, 1991)



See it Today! Living (April 10, 1991)



Illustration, 1991

MT Not at all. 8% of the male population is color-blind, and a disproportionate amount of that 8 to 10% are artists, illustrators, painters, art directors, and interior designers. I read labels. I see colors, and I don't know what they are all the time. I can't tell the difference between yellow ochre and burnt umber given light. I can't tell the difference between some blues and some purples. But so many great illustrators, such as Robert McCloskey, Robert Ingpen, even Peter DeSève the contemporary illustrator, were all color blind. Steven Daldarco was color blind. So I've got a lot of company. I just read the labels, and I don't do anything specific. But I work in black and white now not because of the color blindness, but because it just works better for me. Of course the Lovecraft pictures in *Role*, I don't follow me down a lot.

Drawing is the same thing. I am. Writing is hard. Drawing research is hard. Getting up in the morning is hard. But drawing is truly my relaxation. It's the easiest thing I do. Tracing is hard! I love it, it's just one line at a time. There's no inclination to make. You just nail your butt to the seat and work it out.

MT Who's your best artist in your class?

MT I was never the best artist in class. I was maybe the second or third best. I was never the first. You know what happened to the two best artists in elementary school? One went to jail when he held up a school paint can game with a *A*, and the other one was killed by drugs.

In junior high, my assistant principal, Mrs. Goodfellow, called my parents and said, "Would you like your son to go to High School of Industrial Art, because if you send him to an



Peacock (1942)

so-called school but I ended up in jail? I was a terrible student.

That was good with my parents, it was better than jail. They didn't give a shit about me, all they cared about was what they could tell the neighbors. They never took the car thing seriously. So I went to school with these incredible talented guys, and I was no longer the third best...I was like the 15th best. But I did well in high school.

BB: You always knew you wanted to be an artist?

MT: I always figured I'd be an artist. There was no other choice. I never thought for a minute that I could do anything else. All I knew is how to make art. And throughout the way I knew that I could teach art.

After high school I went to the army for a couple of years, and when I came out I worked at Wallace Bromé Cleaning Cards while going to school at night at Cooper Union. I hated the job, and I hated Cooper Union. I still hate it to this day because I wanted to be an illustrator and they have nothing but contempt for illustrators. If you want to be a graphic designer, or if you want to



Peacock (1942)



© 1982, 1983, 1984, 1985.

HiFi/Stereo Review

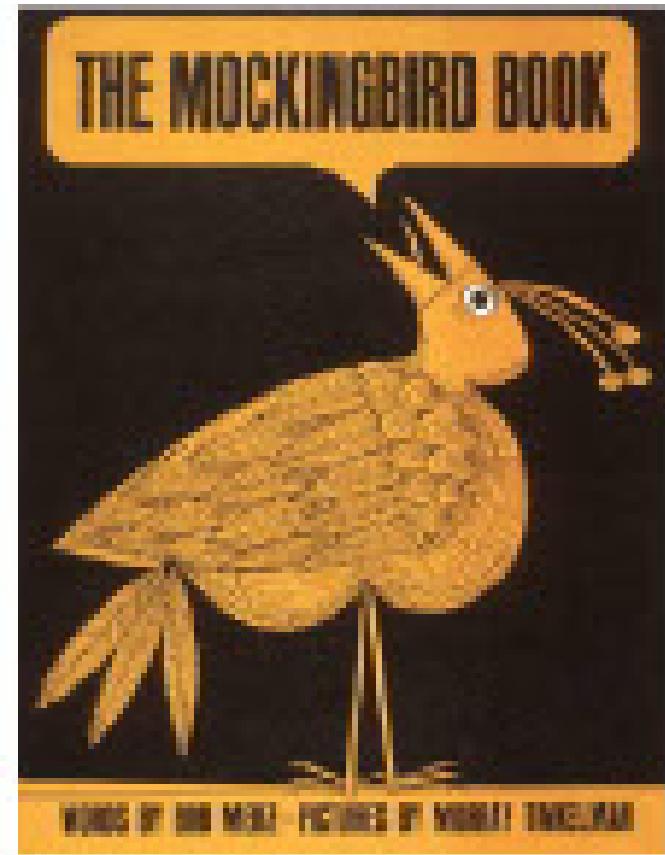
REVIEW
THE MOCKINGBIRD BOOK
A LISTENER'S GUIDE
TO THE MUSIC
OF MORTI THOMAS
BY RANDY PARTRIDGE
WITH JACOB FRIEDMAN
FOR YOUR STEREO SYSTEM
BY GARY HANSON

MAINSTREAM
CLASSICAL MUSIC
PLAYLIST
PART TWO



© 1982, 1983, 1984, 1985.

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sinus headache, colds, gastric distress

CHUSE

about twelve tardiness, substandard work

Pharmaceuticals since 1976.

Be a painter, then, you think we architect, an engineer. Now that illustrates? No.

"While I'm going to Cooper Union, I know this guy who tells me about the Brooklyn Museum exhibition and what a great place it is. I used to go to the Brooklyn Museum when I was a kid and I loved it, so I called and made an appointment with the associate director of the school, Lisa Stadheim, to apply for a membership. But I got a call back from his secretary saying, 'There are no memberships here. He hasn't named the appointment, however, because he made the appointment and will honor that, but there is no membership and you're really wasting your time.'

"Well, I went to the museum anyway and I ran into him and he was a real scumbag. He was this douche guy wearing a suit, and he's smoking and I don't understand a word he's saying. He's a terrible painter, I know his work, he's been smoking away and I don't understand what he's saying except at the very end, when he says, 'Be here on Monday.' I had gotten a full painting scholarship!

"My mother there was the greatest person I've ever met in my life, Rosalie Tarr. I was a terrible person when I was young because she'd yell, but I hardly ever somebody who spoke as excitedly that I was forced to listen. Everything I know about art and culture I learned from this one man. So he saved my life.

"I used to count the minutes until his class of design. He would line everything up around, or prop them up against the walls on the floor, and then he would start critiquing each piece.

"Once again, I was way ahead of the curve, and all this, because this was a whole new world to me, making abstract art,

abstract academic drawing or realistic drawing was irrelevant.

"He spoke quietly, and he was small of stature and held himself, but he was a true Superman during the critiques. But very low key. He would approach each painting as a totality, and he would discuss what you were trying to do and how correlated this piece of art was with who you were, and close it being in that model.

BW: So the next step in your career was the Cooper Studio?

MF: I wound up being accepted into Charles E. Cooper studio in the late '80s. It was the greatest art studio in the history of illustrations, and I'm not exaggerating. They represented the top illustrators in the world—Dolly Whitman, Jim Mignatt, Jim DeMers, Joe Barbera, and Lourenco Fox, who was my boss. I had never ever had that kind of recognition in the world.

I was taken on as a commission artist. They represented you, gave you space, gave you supplies, took my samples out, and I started the first year: I made \$1,000. And then a couple of good jobs came along and everything started going well.

I had really distinctly different styles for periods of time. I was the second best Lourenco Fox in New York City. And I could do a really photorealistic style. I was a one-man Paul Po'nder.

"When I became Marshall Arisman, he was showing his portfolio to my then agent and looked over his shoulder and thought, "He's copying the same guy! I'm suspecting this and I think just like Austin François, too." And both of us were too dumb to know how great François was. Marshall and I still laugh about that.

BW: Tell me about the evolution of your "signature style."

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Portrait painting by Gustaf Tenggren, 1934

MY first I was doing a little bit of everything. I basically settled on what would be called a "signature style." I was doing this decorative stuff in all these jobs for about 20 years, and then one day I was drawing abstractly in a sketchpad, and I was mixing around with cross-hatching, a landscape of cross-hatching, no strenuous cross-hatching stuff. Then I looked at a photograph of a charcoal, and I started doing a cross-hatched drawing of the things in the same technique, without the abstraction. And it was a good model at the Society of Illustrators! So, 1978, I had pretty much crystallized my current technique which was influenced by Georges Monnich. What really impressed me about Monnich's work were his prints, his etchings. His cross-hatching and lack of high-contrast really interested me, he had a very sensitive use of gray tones. Through that I developed my own style, and was pretty active, doing realistically rendered pen and ink and crosshatch pieces.

One day Ballantine Books called. Joe Schlesinger was the art director, and he didn't tell me why, but he asked me to come in to his office to see him. I arrived, and he told me that they were republishing the *Dreams* series, and would I be interested in doing some cover? I loved *Dreams* which I was a kid, I went to read the hardcover novels, and

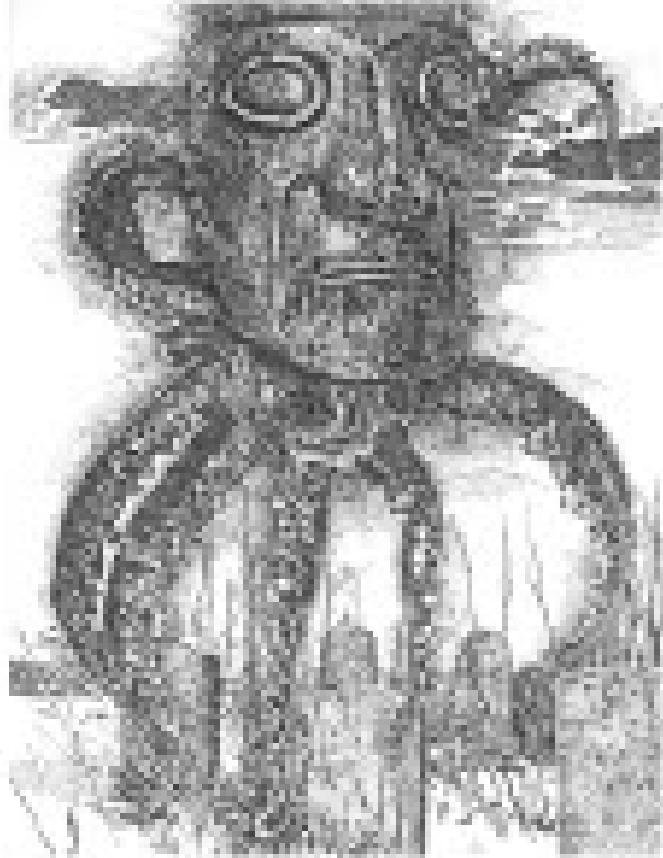
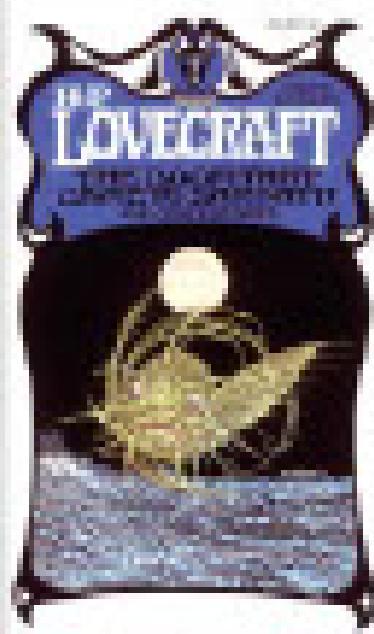


Illustration for *The House on the Rock* by Shirley Jackson, 1979

I loved the cover done by Bruce Higuchi. But I was so shocked when he showed me some old Art covers that were done by Roy Krenkel. I said, I just can't do this. There's no way in the world I can do this, the job is just not right for me. I'll tell you, if that job was offered to me today I could do it, but in 1978 I just didn't feel right about it. He was shocked, but I had to turn the job down.

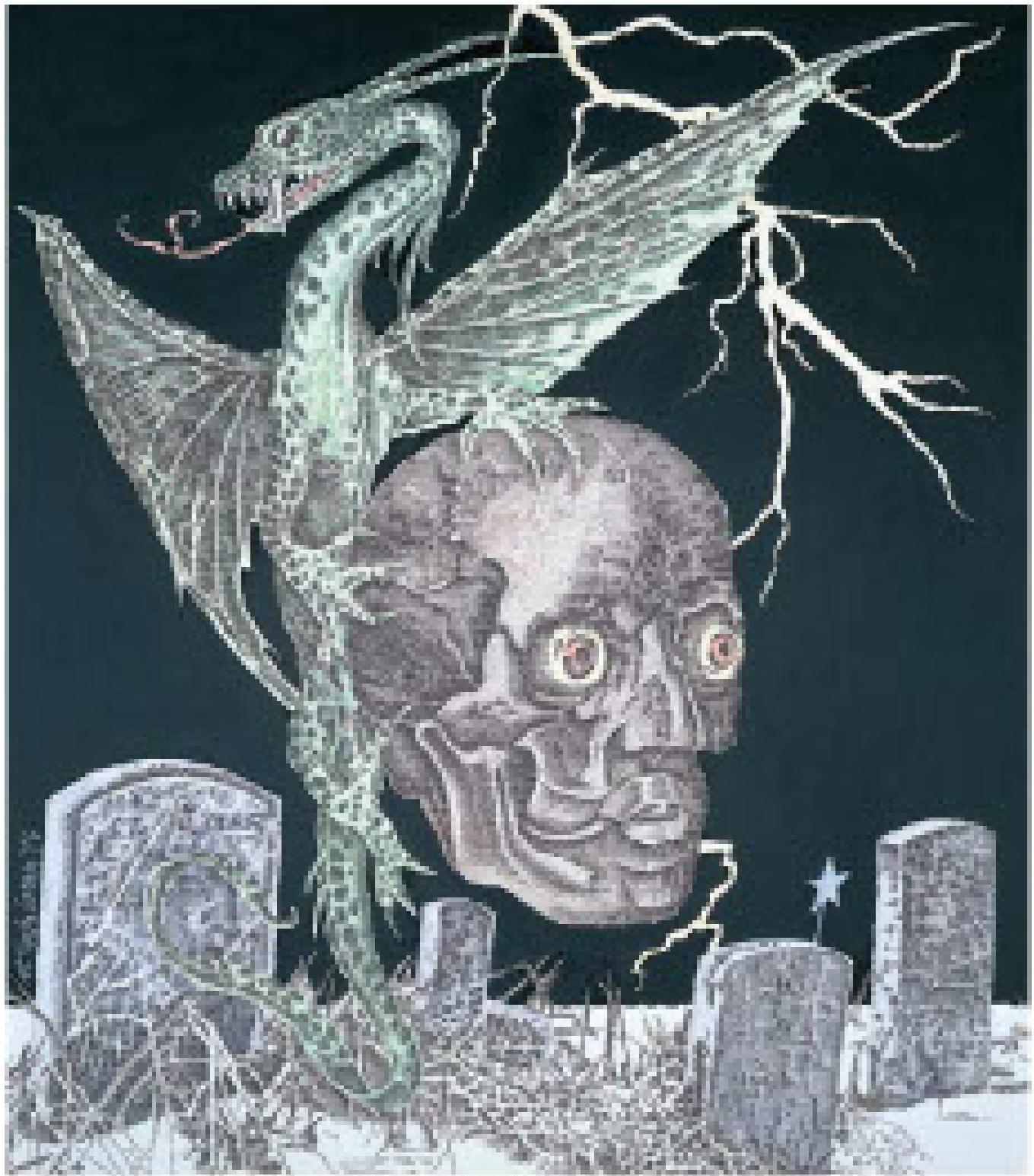
So I went home, but I left a few samples of my work behind. Well, Dan called me the next day and he said that Lester Del Ray had seen some of my samples. They were republishing a series of H.P. Lovecraft books, and would I be interested in doing some covers for them? They literally called me the very next day and asked for me to come back in.

"Well, I read him I loved Lovecraft, and I had read his books in junior high school and loved them, so I really felt good about it. And that was the beginning of the assignment. So every Monday for about ten or twelve weeks, I would park in and drop a finished illustration off on his desk. He would look at it, then the writer would take it, then I would go away and come back a week later with another one. There was never a suggestion, never a correction, it was amazing. It was a total delight to do, literally a dream come true."

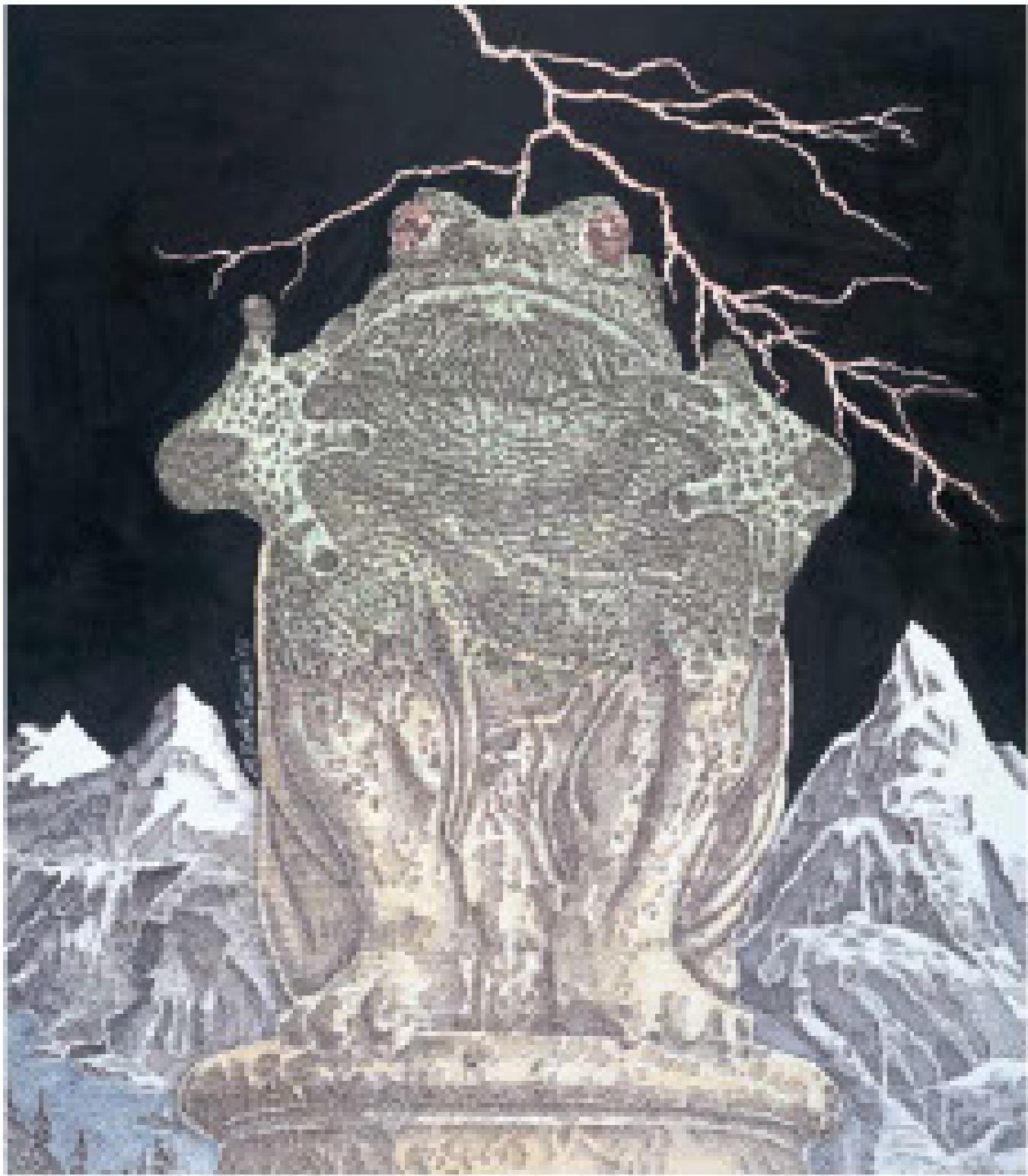


The Dreamer (Lovecraft book), 1979





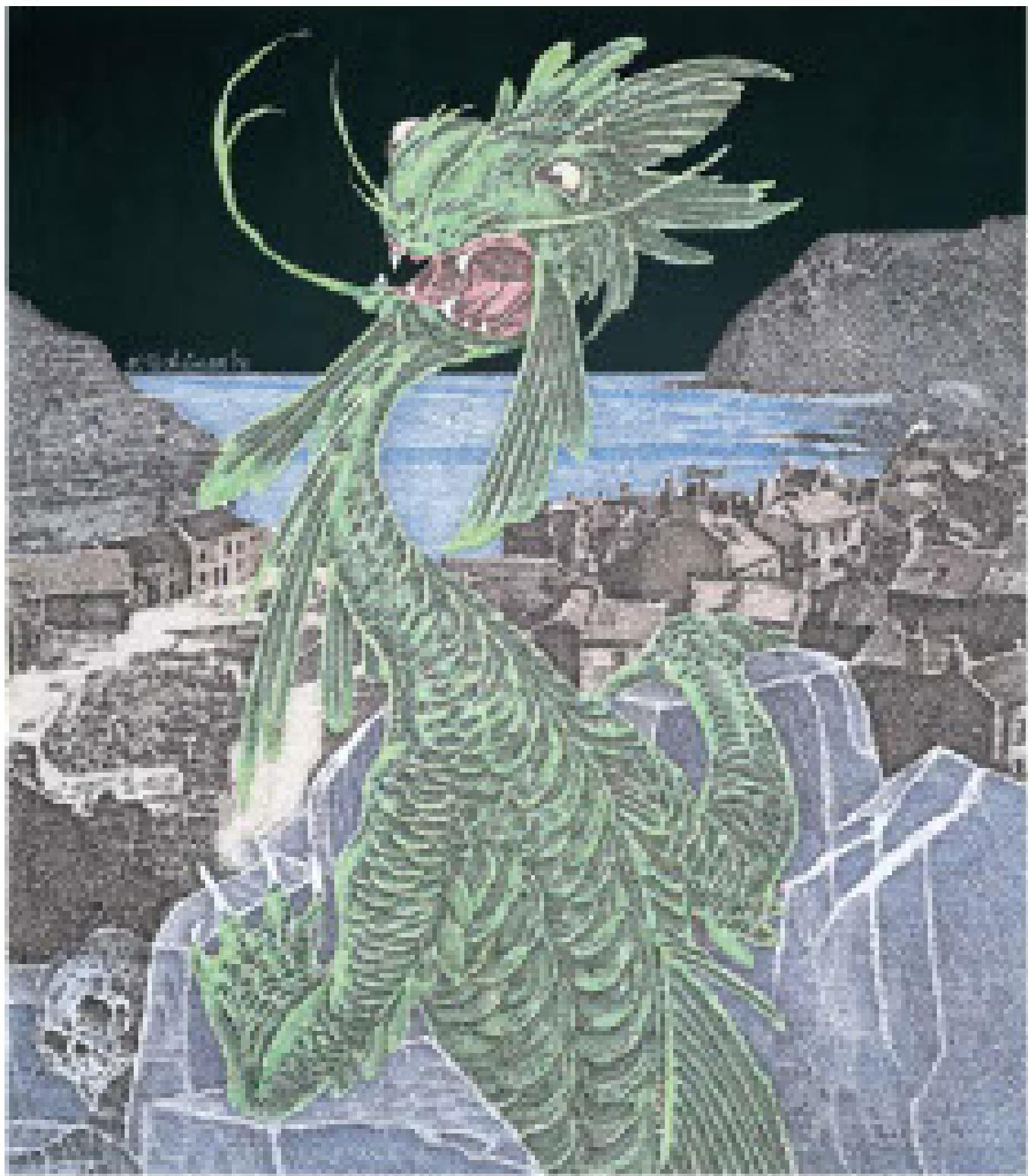
MECHANICAL OWL AUTOMATON MADE FROM THE REAR OF A COFFEE TABLE



WILDERNESS TRAILHEAD IN THE MOUNTAINS OF EASTERN UTAH



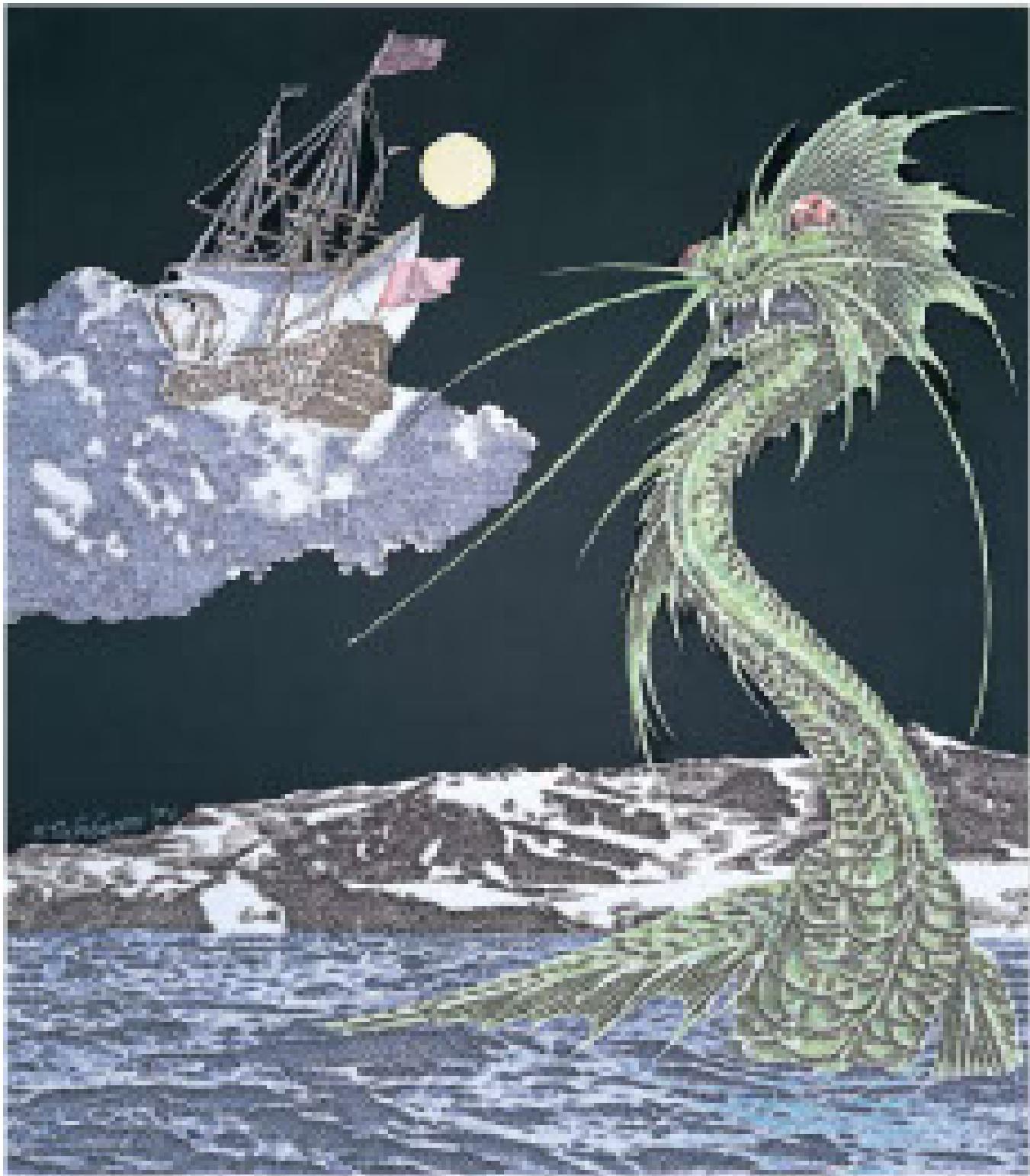
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Dragon illustration, 2019



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Illustration by Michael Thompson for *The Purple Sage*, 1979



Illustration by Michael Thompson for *The Purple Sage*, 1979

Five years after that, I guess, I met Anatol, director for Roden-er Blaick, at Simon and Schuster, and he gave me a job for a year. "When I brought the book in, I also brought in a Western sample I had made, just to show him. So here's a story... the president of the company, of Roden-er Blaick, was having a meeting with the Zane Grey estate, and he showed them the Western sample I had done and said, 'This is the new look we've been working on for six months.' And he had just picked up my sample that morning, but they were in danger of losing the publishing franchise so he wanted something different to show. The comic loved the sample; they said this is great, and I got about \$5,000. just on that lucky incident. And again, never a correction, never a sketch. The art director gave me one sketch each, one of all the covers, and that was for *Juliet of the Purple Sage*. But I've been very lucky. I've worked with good art directors, and I rarely get no-picks. Talk about luck, right?"

MT: Your style is so meticulous—how long does it take you to create one of these illustrations?

MT: The Lowcountry series would take maybe three days, maximum, with minimal research. The *Wise Men*... when there were a lot of trees, hay on the ground—that stuff just took forever. Those might take a week. The historical scenes all had black backgrounds so they wouldn't take nearly as long.

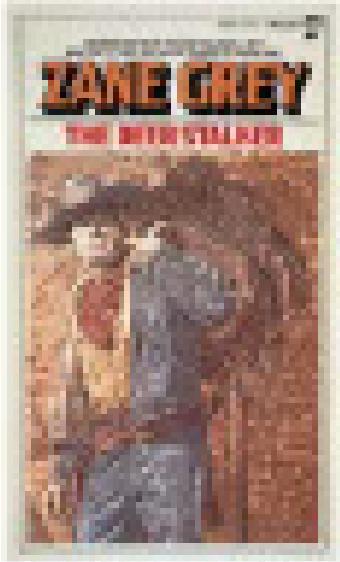
MT: Tell me about your career as an educator.

MT: After I did my first job to get out of the studio, and to keep from

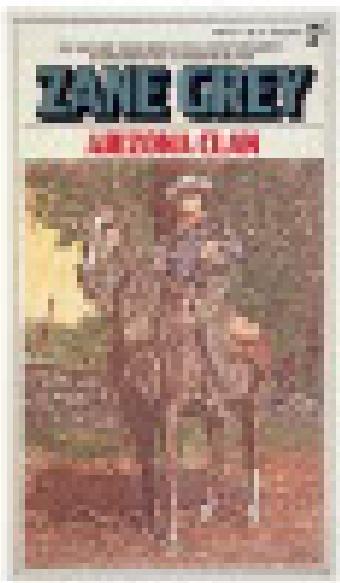
going out crazy, that I came to see that the challenge was going into a classroom and interacting with 20 different people, and trying to see the world through their eyes, and then watching them flourish. That, to me, is the magic.

I was the founding chair of the Parsons illustration department around 1998. I was hired in '98, just as a safety valve. They had five or six students who were no longer interested in fashion, and they had to do something to keep those kids. They were really running on a shoestring at that point in the early '90s, and I was hired to kind of baby-sit them in a way. But by the time the annual show came around, those six students—*everyone* was buying! They had absolutely the best stuff in the exhibition. So I was asked to be the coordinator of a faculty program, and that I was named chair.

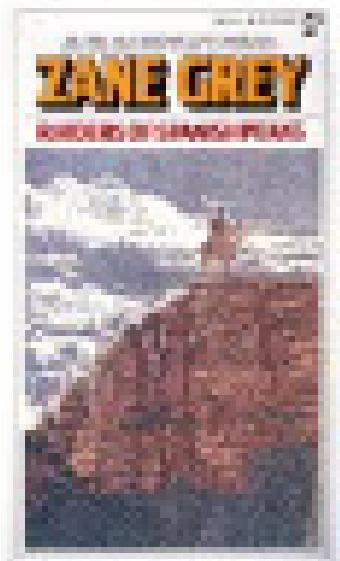
It's interesting the way I fell into the job. I was in a junkyard looking for parts for a spectacle I was trying to restore, and my wife called the office of the designer to tell me that Parsons School of Design had called him in to look at old cell phones, of course. They wanted me to come in for an interview for a job. So I did, and the chair was a painter, he wasn't an illustrator, and he was looking through my portfolio and he was not terribly impressed. He asked me, "Where'd you study?" and I answered that I had dropped out of Cooper Union, but I had a painting scholarship at the Brooklyn Museum. He was parked up a little and he said, "Who did you study with?" and I said Hudson Tom. And he immediately said, "Well if you're



The Big Trail, Doubleday, 1927



Riders of the Purple Sage, 1926



Riddle of Red蛇 Peak, by Carr, 1929

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CODE OF THE WEST

A detailed illustration of a cowboy wearing a wide-brimmed hat and a patterned poncho, riding a dark horse. They are moving through a rugged, rocky terrain under a bright, clear sky.

Code of the West by Carr, 1929



The Mechanical Parrot from *Willy the Giant* (see page 122).

studied with Barbara then you're fine. You're hired." So I was hired on the basis of having this painting scholarship with Barbara Tuck, who made almost paintings.

So I was with Parsons for down and half years, and I loved every minute of it—it was a joy, and the professors made me an offer that I couldn't refuse and I stayed with them for 22 years, and then that got sick, and I started an MFA program at the University of Hartford, which is about four years old now. I'm working with a bunch of lovely people but that could change in a nanosecond.

I have no general respect for the education structure. I think it and the military are the two last bastions for unquestioning and unchallenged loyalty that I really mean that. But being a director of a program gives me all the freedom I need. I could be selling snake oil, but as long as they're making money, they don't care. If somebody asks me what I do at 8 o'clock in the morning and said, "What are you?" I'd say I'm an illustrator. I would never say I'm a teacher.

BB: How did your work in education affect your illustration career? Did you still have time to create as much illustration work?

MT: It was residential. I think it furthered my career. I was never in school for more than five days a week, even audited the department at Parsons, or as part of the computer facility at Syracuse. I would fly up to Syracuse every Tuesday morning and fly back every Wednesday evening. So it was only two days, which was like a crazy day, just stayed over one night.

But the money I was paid, my teaching salary enabled me to eliminate the dark-dark jobs from my life, the little silly things that you have to take to pay the rent or the mortgage. So I didn't have to take those jobs, so I was able to develop my own projects. My whole feeling about art and illustration changed really dramatically in the '80s. Before then, I used to get nervous if the phone didn't ring, because I didn't have an agent; but in the '80s I got nervous if the phone DID ring, because I didn't want to do the job. I just wasn't interested in the subject matter anymore. I became interested in going back to where I started as a little kid. I became interested in re-creating cowboy and Indians and diligences and baseball, and all those pre-pubescent male fantasies. And those are the things you may have seen in *Clothesline*, or *Die-Go*, and it got me to be more entrepreneurial with my work. I could choose subject matter that I loved.

My first publication was *Die-Go*, which was published by International Type Corporation, in Binghamton was simply adorable. The phone just jumped off the hook.

When I landed the Zane Grey account, the sample was just something that I did because I wanted to do it, because I loved Zane Grey...and I always wanted to do Zane Grey pictures. And the freedom, because of my teaching salary in person that's I found it to be an incredibly liberating thing. It still can up this until today. Honestly, I never missed school—EVER—because of a work deadline, and I never missed a deadline because of school. It just works out. It just connects, it just works.

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Ariadna Pineda
Original cover art
Spain 1995



Hugues Rapaille
Original cover art
The Meier High

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art. And I know a number of other people who are teaching as much as I do, and they've had very full illustration careers, and school has never been an issue.

BB I think it's interesting that you've been able to walk the fine line between being an illustrator and a fine artist, doing the things that you wanted to do while still finding a market for the work to appreciate as traditional illustrations.

MT Before my real recognition came to me as an illustrator, I was starting to get recognized in the painting world. I was showing in corporate art shows, winning awards at some places, getting good reviews in the *New York Times*, getting a piece hung in a Whitney show and being bought by various collectors and knowing that it was all full of shit, because I really didn't believe in it. It was like a performing artist, and I was a performing, singing, or a dancing bear or something. And I went through all the motions, but way down deep I thought it was shallow. With about a schizoidetic life, but I was living every minute of it. That definition of this art is self-initiated projects, and I guess with that. The focus of my MFA program is the entrepreneurial aspects of the illustration field, and now it's not a luxury, it's a necessity.

BB What is your take on the contemporary illustration market?

MT The illustration business is obviously not the same business that I grew up in. My first job was in 1981, I was just out of high school, The High School of Industrial Arts. I sold my first portfolio and did drawing for *Servizio Magazine* for 20 years.

But I was able to see the assistant art director, who was Art Kane, who eventually became a world-famous photographer himself, but I just made an appointment and I went up and I saw the associate art director, or the full-fledged art director, and that's just not the case anymore. The profile of the business has changed so dramatically. Now the burgeoning artists are the fine artists, the game artists. There's probably more illustration being used now than there was 15 years ago, but there are no guarantees that the public can identify. I know you know all of this. But there is an illustration business and the rudimentary prerequisites of making art are still valid. The drawing skills, the compositional and conceptual skills, are still what drive the good artist—whether they're working for the gaming industry, or making books, storybook illustrations for magazines, which is pretty much done, nor all there is in magazines these days.

The things I did 2 years ago, I was teaching undergraduates. I was covering the entrepreneurial skills that were necessary, and talking about the changing nature of the business. In the last 2 years I've been teaching only graduate students, and the nature of the program... I've had visiting faculty like C.P. Rayna, Gary Kelly, and other superstars... and we don't teach anything. We help you to develop the skills that you come in with. I did away with the traditional written thesis, and now the thesis is a body of work. A cohesive body of work, accompanied by a marketing plan and a promotional plan. So that's the way I'm addressing that situation at this point, and I would

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Illustration by Michael S. Hopkins

Illustration:

Michael S. Hopkins





Illustration by Gregor Nagy, pg. 100

only realize that a bit for undergraduates. But all the same is an exciting thing: body of work, researching a market, and developing a plan to promote it. You cannot depend on an agent, or on client mail pieces alone. You cannot depend on the phone to ring. It's a combination of everything; of course, you need a website, you need printed matter to drive prospects to the website, and you also have to target markets.

I did a series of automobiles in the '90s, and the '90s was sort of my decade. I went to art school, I got married, I became a father, I became an illustrator, I went into the military and got out of the military. So I have a great affection for the '90s. So I decided to do a series of 1990s cars, which are really kind of goofy, those big chrome bumperettes. So I did the drawings, and I thought, "What am I going to do with them now?" I did not contact any art director. I called *Motor Authority* magazine, and I got them back immediately; they were not interested. Then I sent them to *Motor Cycle magazine*, but I did not send it to the art director, I sent them to the editor. And I was able to sell not only my artwork, but my text that went with it. So my feeling now is that you must be able to write. You don't have to write *War and Peace*, but you have to come up with some sort of cohesive description of what you're doing, and why publishing it, and let the editor choose you. Let the editor have the "W-hat" moment of saying, "This illustrator can actually write." That's what's excited me, for some of the most valuable things I've ever done, it's worked consistently. So the idea of locating the market, learning how to research it, is



Illustration by Gregor Nagy, pg. 100

not magic... a couple of hours at the Barnes and Noble newspaper can give you plenty of information. Making lists and things come into place is definitely a part of the same business.

I would tell my undergraduates, "Why are you here? I know why I'm here, but why are YOU here in an illustration program? What makes you want to be an illustrator?" And the answer is graphic novels, games, animated films, videos. But they will say our magazines are bigger, they won't see Rolling Stone or "Vice... It's not enough of culture. So the graphic novel is a burgeoning business, and the people in that business can draw like angels. So drawing still counts.

There is something about drawing that's magic. Marshall Arisman is a very good friend of mine, and he tells the story about when he was a student at Pratt Institute, he was taken to lunch by a fashion illustration teacher named Dora Mathews. She was tough, a hard cookie, had "aristocratic" manner. She invited Marshall to lunch and they went to a very expensive French restaurant. Marshall was very apprehensive, as he was a poor art student with little money, but when it was time to pay the check, Dora called over to the head waiter in her aristocratic voice and said, "Please ensure you have a very interesting meal!" And she whipped this pad out of her oversized purse and presented to him a portrait of him. He was so taken with the drawing that he asked if he could have it, and she said of course you may have the drawing, and then, of course he composted the meal. Marshall said, "What the hell just happened?" and she said, "Drawing is magic, kid." I love that

store because drawing DS maps, like online, is now spread all over the world; drawing is magic.

BK: Tell me about your lecture series. Have you ever thought of turning your lectures into a DVD or a film?

MT: I've thought about it. I'm doing some video taped interviews on a weekly internet basis with people like Will Rend, and some other prominent illustrators, but the thought of giving clearances and permissions for things drives me crazy too know, I'm an analog person in a digital age, so I work with laminate protectors. I just did a talk at the Washington, DC, illustrated club, and it was such fun. Everytime I do a talk, somebody asks me if I'm going to do a book or a video tape, and I put the shush. I think about all of the labor involved in getting permissions and clearances. I have literally about 30,000 hours done, and I'm in the process of gathering stuff to do a presentation on NMNH remaining posters for the Rockwell Museum. It should be great, but the social posters are going to be on loan from the Smithsonian. I do regular training sessions for their docents. I have a lot of fun staging these presentations. I try to make them interesting as well as informative.

I know guys like Peter Holdt, and Arthur William Brown, and I know other guys at the society. We were in a very friendly book, and I would have them speak to my classes at Parsons. I had access to those wonderful artists, but I couldn't get any kind of funding to videotape them. I just wanted to have some

record of these guys, even in a very pointillist form. That's what I'm doing now, putting something down. I think they could be edited down into some kind of cohesive project, but right now I'm not that concerned with an endgame. I'm just gathering material. No matter what, we will have the tapes. I have interviews with Beck Usnick, and Bert Persico, and Vincent DiFesa. I get such a thrill talking to the jet of my students when I think of all of the great illustrators that I know that are passed on, and I didn't have the chance to interview them. People like Mario Cooper, he wasn't a hobby for the sake in my classes at Parsons. Saul Bassett was another. I may not be able to get those guys, but at least I'm getting more of the contemporary people.

BK: Do you still draw as much as you used to?

MT: Every day. I still do notebooks. I just finished a series of 40 landscape drawings, and I'm about to embark on another series. Thank God all the time... It's what I do! ■

—JESSICA CHASTAIN JONES

For more information about Harry Turtledove and his work, please visit his website at <http://www.harryturtledove.com>.

To learn more about Thomas (Tom) Barbey, Mayor of Pine City, Minnesota (degree of the University of North St. Peterhoff), visit <http://www.jessicachastainjones.org>.

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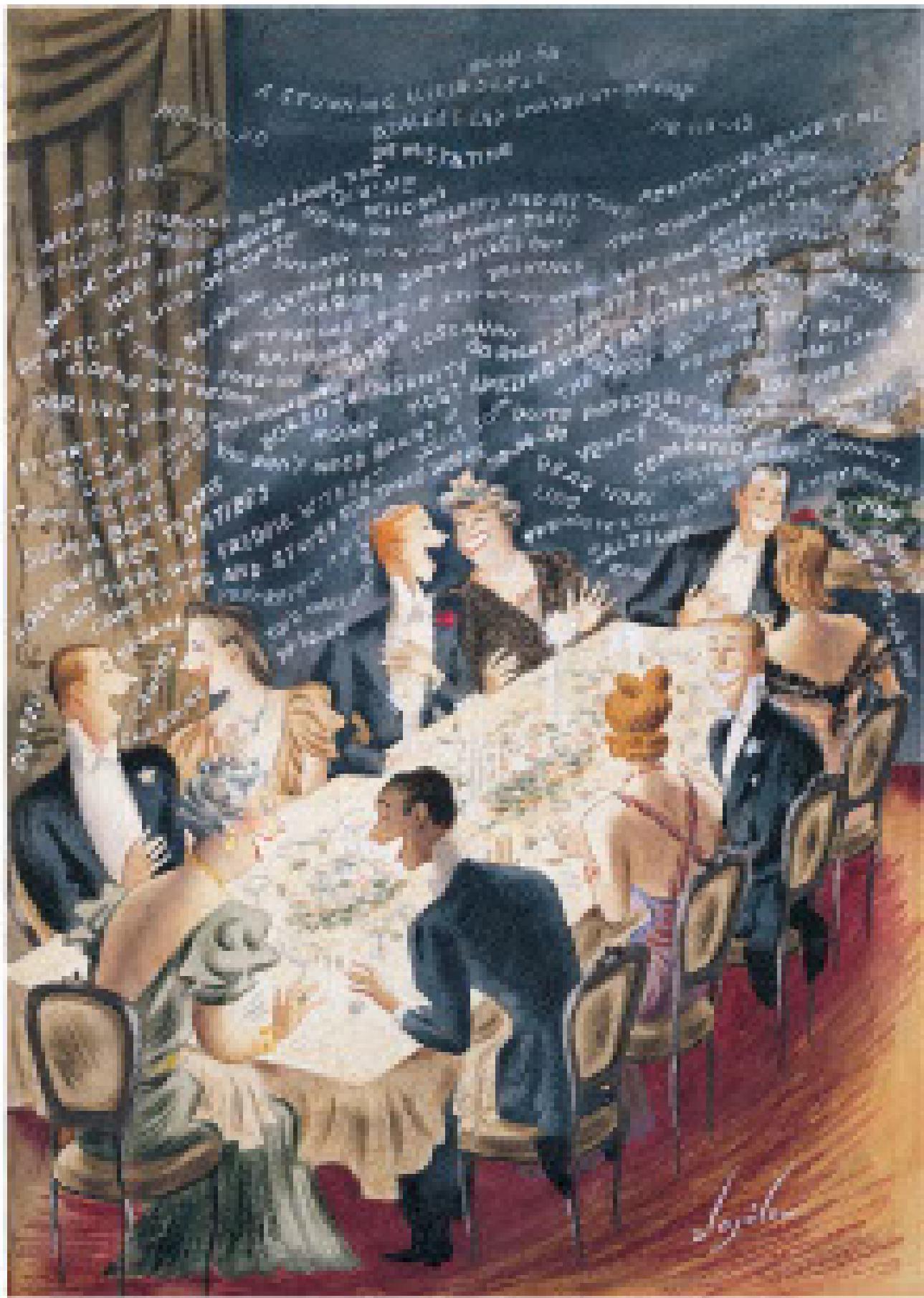
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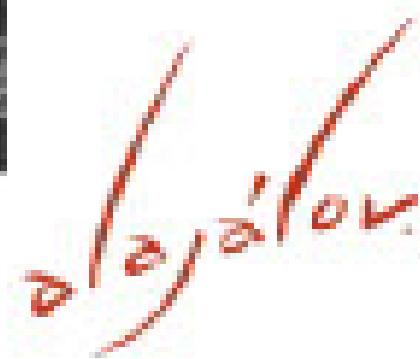
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www.gaphicillustration.com



the opening may be as easy as the following book: *Adolescent Stress Reduction* by Barbara and Mark Hockenberry, money from their business firm.



Constantin Alajalov's Odyssey

by Frederic B. Taraba

Constantin Alajalov was simultaneously a fine artist and an illustrator, but he didn't deem it necessary to place greater importance in one field over the other. In fact, he was proud of his illustration work—it not only paid the bills, but he saw a widely respected audience for his ability to capture human emotions in his assignments for publications such as *The New Yorker* and *The Saturday Evening Post*.

To quote from a January 1941 *Esquire* profile, written by Harry Salpeter: "As both artist and illustrator ... [Alajalov] emphatically states that he makes 'no apology whatever' for his *New Yorker* covers. 'To me they are equal [to] and just as important as my oils, and there isn't the slightest intention of abandoning doing them.'"

The life and career of Alajalov is an unusual journey in the top of his profession which makes his story both interesting and educational. In his professional

work, Alajalov "never forgets the nature of [the] audience he draws, he addresses a particular work. Thus *The New Yorker* readers are treated to scenes from the stage of the Metropolitan Opera House while Saturday Evening Post subscribers encounter the bawdy entertainments of the local soda-fountains," as stated in *The World Encyclopedia of Cartoons*. Alajalov kept a sharp eye on what was best for the client and used his understanding of the human psyche to put forth his ideas in an interesting, revealing manner. The apparent ease with which he did so before the hand work necessary to present humorous situations in a convincingly fresh way.

NOT-SO-HUMBLE BEGINNINGS

Alajalov began drawing at age five, and at an early age decided he wanted to be an artist. Having been born to a wealthy family in Imperial Russia in 1889, the artist's

affection for art came in the lightly humorous depiction of society types, for magazines such as *The New Yorker*. After all, that's who the readers generally were. While the magazine accumulated many talented illustrators in purveyors such as this, Constantin Alajalov did it in stellar arrays. The success of this illustration, dating from January 7, 1929, is due to the artist's ability to capture stereotypes and the art of developing colorful work.

Shortly after he arrived in New York City, Alajuler exhibited an aesthetic bordering on Cubism and Futurism. The jagged tempo and action of clashing planes of form were his hallmark in his early work for nightclubs and restaurants. In this painting, despite the jolting planes of form, it retains a flat feeling—that is, the figure appears stiffly and motionless. Rather than the signature stylized Alajuler, we glimpse the “M” that is more angularistic (perhaps after moving to New York).



early life was one of privilege, and he had the luxury of a well-rounded, multilingual education. Alajuler went off to study at the University of Princeton, but the Revolution of 1917 cut his formal education short.

Even so, he learned valuable hands-on lessons that he would never have learned in the classroom. The Esquire article explains, “He was too young and too impetuous to be much of a viable career artist, but the Revolution picked him up and by giving him opportunities for work that, under other circumstances, would have been denied to

him for a decade, forced his growth, put him into many posts, perhaps ones where he was ready for them.” As an artist for the Revolution, Alajuler learned the power of scale and impact—whether it was painting the side of a毛毛虫 or a portrait for a government office.

THE ART OF REVOLUTION

After the Revolution, the artist traveled throughout the Soviet Union and member of a new government art沼泽地. His assignments eventually led him to Tibet,



This illustration from a *New Yorker* cartoon is specifically about Alajalov. Many critics of this style-mimetic art of the 1920s contrasted beauty and eye perception thereof. In other words, Alajalov is exposing the scene that's behind the scenes, which by virtue of its hidden nature is far more banal than and exceeding than the production itself.

in northern Syria. During his time there, he attracted the attention of the head physician of the province who promptly commissioned Alajalov to paint a portrait of his grandfather. According to the biography profile, "Alajalov painted a life-size portrait that required the entire wall of a room in a bazaar. This departurechildishly delighted the boy who then soon loaded Alajalov with a succession of portrait commissions and invited him to become his court artist. Alajalov accepted the commissions but refused the appointment." The result-

ing battles in the area influenced his decision to leave, which was a wise choice, as his parents soon moved away and he traveled to other countries.

Alajalov then made his way to Constantinople, Turkey, where he spent a year and a half. Much of his primary work consisted of sign painting for restaurants, bakeries, and bars...executed complete with lettering in both French and Turkish. The advantage of working with these clients, as opposed to others such as aristocratic successors, was that he could be paid in food.

The comic appeal of Alajalov's stylized illustrations provided him with a steady stream of commissions. He says at his best when most of the specifics were left to him. This painting was done for a film industry's advertising manual used in 1921. Alajalov's artistic nature is perhaps stalled a bit by the fact that he had to work in a manner that would still allow the stars to be readily identifiable, as well as keep studio executives happy.

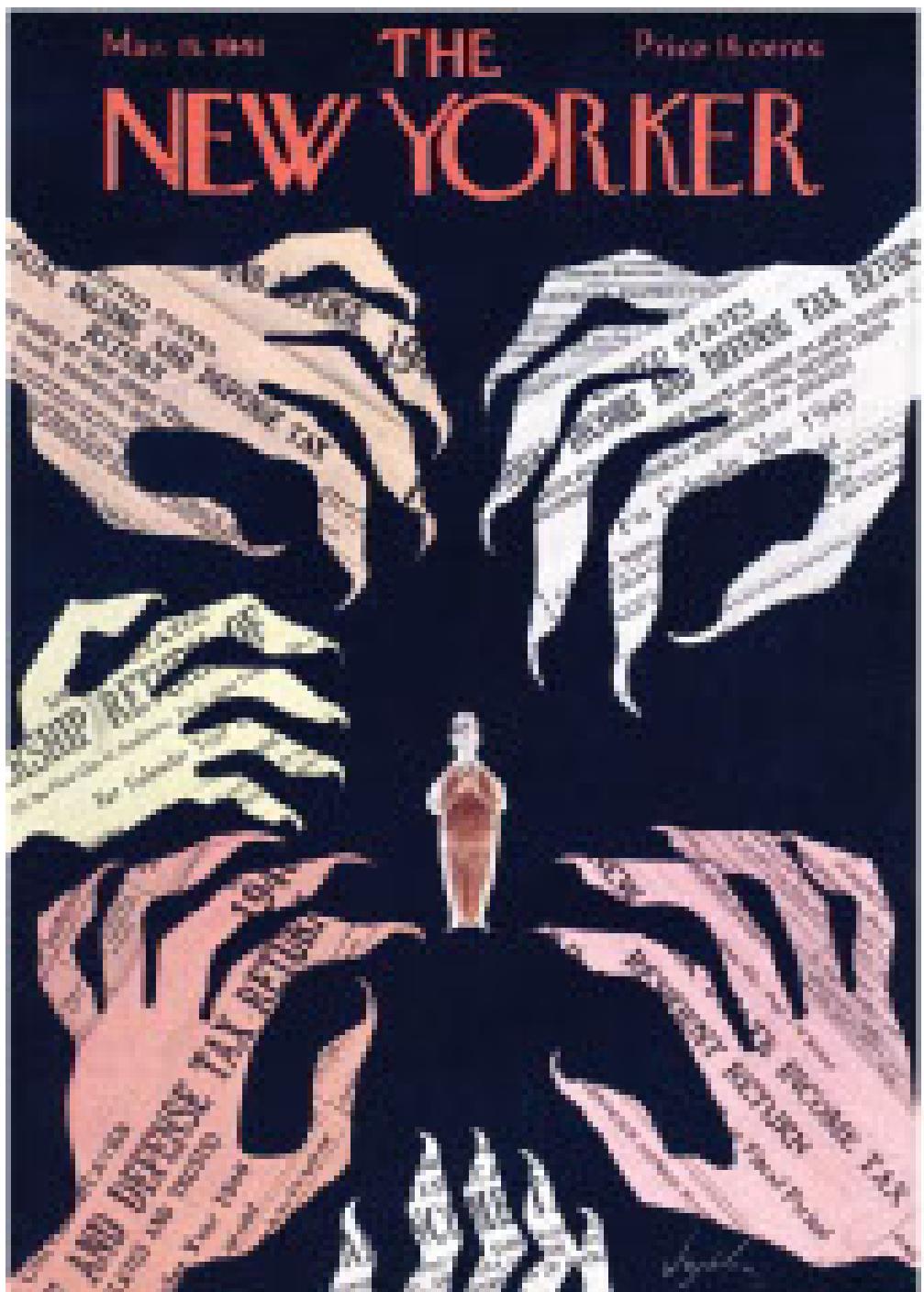


These were extremely hard times for the artist as non-socialist art commissions were scarce, and they generally focused on what we would now call point-of-purchase.

Alajalov had his sights set on a better life and more dependable income. So in 1923, he moved to New York City. Soon after his arrival, Alajalov ran, by chance, into his friend who was employed as Theodore Dan's personal secretary. The friend, through Dan's contacts, recommended Alajalov to paint the murals for Countess Anna Zarska's Hi-De-Ho Club located in

midtown. Around this time Alajalov was busy at his first paying job. These followed similar commissions from nightclubs, hotels, and restaurants.

The artist learned both in the Soviet Union and in Constantinople that painting on a massive scale, be it the railway cars of a propaganda train or the front of a movie theater, the important thing was to give the viewer a sense of immersion. Often the murals were painted in the patients' watchful, adding further to the notion of the creation of art as performance and entertainment.

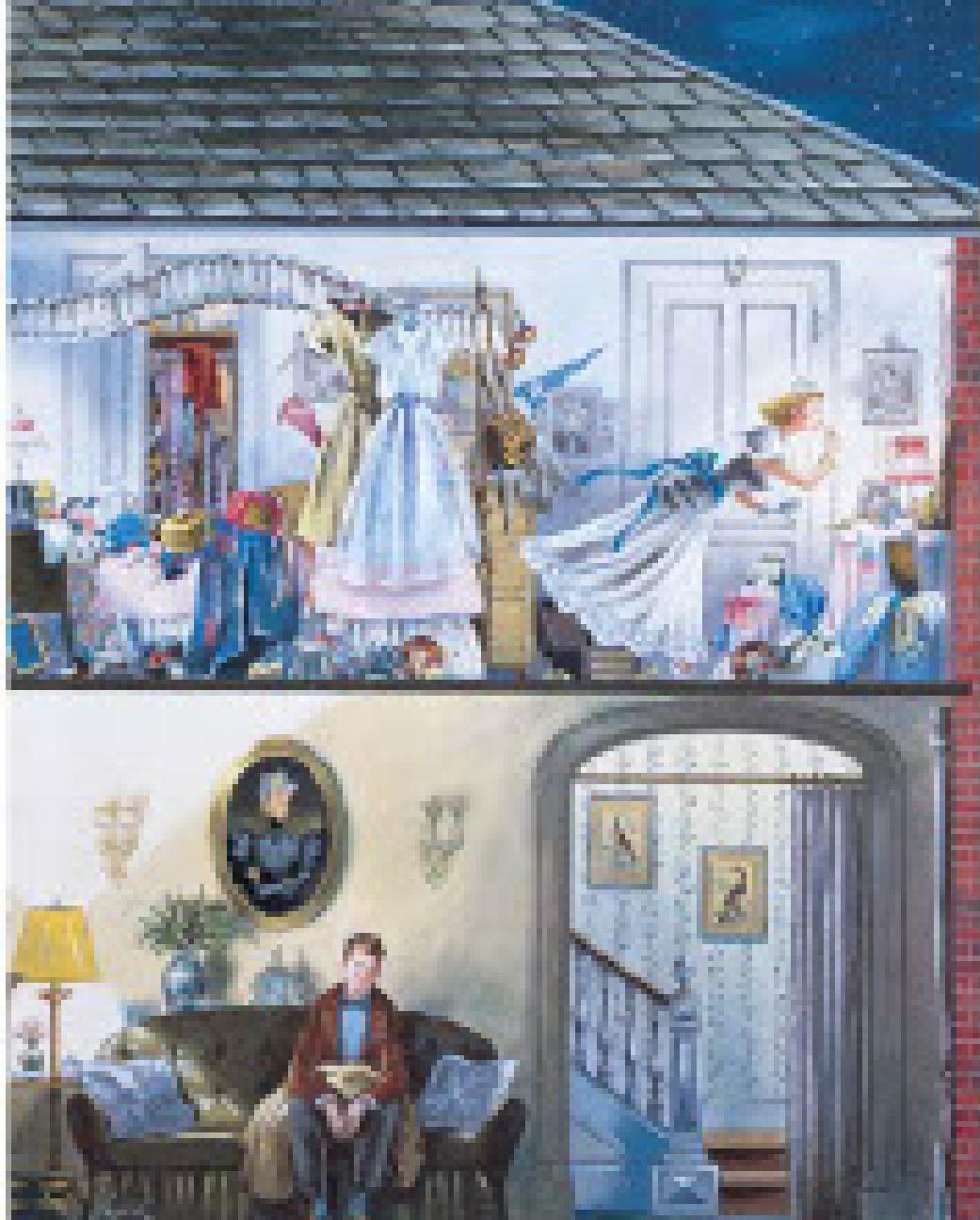


While the market was a robust sector and constituted something like 40 percent of his output during the 1930s, he realized that other markets had more staying power and a wider, more attentive audience. From his arrival in New York, he'd sought illustration commissions, usually in the form of gag cartoons and other humorously satirical. When *The New Yorker* debuted in 1925, the urbane and sophisticated sense of wit and style was a ready fit to Alajalov's sensibilities. His first interior

illustration for the magazine got the big break more convincingly than just a painted-magazine cover could. Here Alajalov is paying a debt to among others, the Russian Constructivists. By taking aspects of an overtly industrial aesthetic and making it not just patriotic but futuristic, he Americans.

Illustrations almost from the beginning, while his first cover appeared on the Sept. 21, 1928 issue. The early covers show a style based on the movement and Futurism and Cubism as informed by poster design principles. Readers of the magazine were treated to Alajalov's fluidly hand-drawn cover vision of human figures beginning in 1938 and continuing through 1955, for a total of 180 cover designs. In addition, Alajalov did a large number of covers for *The Saturday Evening Post*, on the order of 25 from 1945 to 1962.

There were situations that the magazines wanted on their covers that could not be summed up in a single image. Such was the case with this subject for the *Saturday Evening Post* of October 27, 1934. Though Alajalov was probably not the first to do it, the cartoon solution was a winner that the art world often thought his affiliation at the Post. Before the dictatorship of the two series there were only The goth room, cluttered room is in direct opposition to the orderly parlor. The carefully placed details of the illustration tell what really makes it a winner.



A PEOPLE WATCHER HAS A MOTIVE

By constantly reinventing himself both in terms of style and targeted markets, Alajalov was able to make a good living for himself. Because his talents and interests were diverse, he could weather shifting markets. Repaid all due, whether it be style, venue, or scale, Alajalov was most concerned with the depiction of people, their traits, and how they interact. His pictures generally have a lot to do with design, very little to do with narration, and everything to do with personality and animation.

"As a painter of manners, Alajalov has learned how to take our American segmentations in pieces. The breakdown looks funny. After all, with our faces, horns, and dianes set by Hollywood films, our minds patterned by constant mass advertising, and our national moods made up by networks of radio, there is less difference between the rich girl and the rich girl than the rich girl may

hope," according to Janet Flanner in *Conversations With*.

The often seeming flat, almost simplistic, more final product of the artist's labors hides much of the study and effort behind them. In December 1942, *American Arts* magazine ran an informative profile, "The Labor Force of a Cover Design." According to the piece, which focuses particularly on one of his *New Yorker* covers: "Like most of Alajalov's cover ideas, this one sprang from nowhere. Once in a while the editor chases him out, but 99 percent of them are his own. He plucks them out of his subconscious. Occasionally they are based upon episodes actually witnessed but more often they just pop." Alajalov would sketch on location to make certain that he was getting all the information correct. From there he could use his artistic sense to alter and exaggerate to fit his needs. Armed with the core information in his sketchbook he would make a series



This photo was reproduced in the profile that appeared in *American Artist* magazine in December of 1962, while it doesn't show Alajalov actually painting, it does provide an indication of the amount of time, effort, and material required for him to do that which he did so well. Notice the wall with painted samples of how the colors actually look when dried.



In his usual way and for many of his narrative New Yorker covers, Alajalov had a knack for capturing tempo, activity, and optimism. This subject, which probably comes from either the late 1940s or '50s—provides the rhythm of New York City. Having been defined the basic role of the characters and how their activities could take place in virtually any major North American city.

of pencil studies to get expression, composition, and action just right.

Generally the artist caught anything he didn't like about a composition at this stage, but if not, he was not shy about doing the finish over three or four times. If he felt that there were improvements to be made, from the final pencil sketch, he would transfer the repositioning to a piece of illustration board and create a black, blue-gray, and white transparent underpainting. According to the American artist, "aside this is a complete mental study that permits him to develop his pattern without reference to color." Directly over the finished-color treatment of the subject he would paint in "transparent washes as much as possible but don't hesitate to use opaque pigments to intensify colors and to bring out his highlights."

A MESSAGE FROM YESTERDAY TO TODAY:

Over the 34 years that Alajalov's designs appeared on The New Yorker's covers, much in the magazine, in the illustration world, and New York City in particular had changed—Alajalov changed as well. As discussed in 1961 in the *Design* profile, "One thousand years hence the lucky archaeologist who will have the good fortune to thumb through a chest of Alajalov's watercolor covers will learn more about how New Yorkers—and American city dwellers—generally looked and lived than any collapse of his will be able to learn through the reading of thousands of issues of that, or any other magazine." ■

ROBERT ST. JOHN WAS THE DIRECTOR OF THE MUSEUM OF THE AMERICAN RENAISSANCE IN NEWPORT, RI, FROM 1991 THROUGH AUGUST 2001. CURRENTLY HE WORKS FULL-TIME AS A CONSULTANT, BUT HAS RETURNED TO HIS BUSINESS, TEACH ME MORE INC., WHICH OFFERS WORKSHOPS AND PRIVATE COACHING ON AMERICAN ILLUSTRATION, SPANNING THE PERIOD FROM 1880 TO 1960. FOR MORE INFORMATION, VISIT www.teachmoreinc.com.

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BY DAVID LOVINS
200 PAGES, FULL COLOR
TRAVIS HORRIGAN
\$29.95 HARDCOVER, 2008

This beautiful new 300-page price-guide interview is Good, Very Good, and Fine condition books almost four thousand of the most collectible rare American mass-market paperbacks. Since 1998, this book shows over 1,000 covers in full-color, a feature generally lacking in most price guides. Written and compiled by Gary Larson, publisher of *Paperback Review* magazine, the book is printed on high quality paper, and comes in a handy 8 x 10 book size. The book is broken down by genres into chapters such as Humorous Fiction, Mystery & Crime, Westerns, Music and TV Tie-ins, Art and Social Issues, and so on. There is listing for publishers, recommended dealers, book stores, and an index of authors. While there have been a handful of other paperback price guides published over the years, this is by far the most appealing yet.



WACKY PACKAGES

BY THE TOPPS COMPANY INC.
200 PAGES
100 COLOR ILLUSTRATIONS
\$49.95 HARDCOVER
TOPPSS.COM, 2008

To celebrate the 50th anniversary of the Wacky Packages, Topps has teamed with Harry N. Abrams to publish a beautiful book documenting the first 21 original card sets 1 through 24. If you have never heard of the Wackys, then you were either too young or too old to have been swept up in the fad. Sold as trading cards in the late '60s and '70s, the spectacularly popular Wackos turned into a series of popular products, the focus being on the colorful and delightfully-illustrated short stories, most of which were painted by cartoonist Stan Suddick (of *Mad Magazine* fame). This book showcases the artwork in each and beautifully, the original stories are reproduced full-size, and a bunch of their actual cards is also included. Not all of the reproductions are from original art, but, who's complaining? Even the dust jacket is made from the distinctive wax-paper packaging. I bought one of "real"



UNFILTERED: THE COMPLETE RALPH BAKSHI

BY JOHN M. BAKER & CHRISSIE BAKSHI
FOLLOWED BY CHRISTIAN BAKSHI
200 PAGES
DEBUT HARDCOVER
DEBUTART, 2008

Like Walt Disney, Tex Willer, or Chuck Jones, Ralph Bakshi revolutionized animation in his time, and became a hero to count-

less generations of fans and filmmakers in the process. Taking cues from the rough streets of his youth, Bakshi's films explore contemporary issues in a realistic way previously unheralded in feature-length animation. Raw, bold, sexual, and nothing was too wild or salacious for his imagination. Bakshi is responsible for such memorable films and television shows as *Fritz the Cat* (the first rated unrated feature film), *American Drift*, *The New Adventures of Mighty Mouse*, *Spiderwoman*, *Alley Profane*, *Cool World*, and *The Land of the Lost*, which celebrates its thirtieth anniversary in 2008. *Unfiltered* highlights Bakshi's early years, as well as much of his groundbreaking films, TV shows, and other projects. The book contains hundreds of pieces of pre-production art, animation cells, and never-before-seen rough sketches, line drawings, andoodles all culled from Bakshi's personal archive containing more than thirty years of his life's work. You will walk away with a newfound respect for Bakshi, and the possibility of animation.



GOLDEN LEGACY

BY CHRISTIAN L. BAKER
200 PAGES, FULL COLOR
WITH 100 REPRODUCTIONS
\$39.95 HARDCOVER
TOPPS.COM/UNFILTERED, 2008

You might be surprised to learn that the best-selling children's picture book of all time is *The Littlest Little Puppy* by Irena Lobovsky Lesniak. Originally published in 1942, it is one of the first 12 Little Golden Books, and so far it has sold more than 15 million copies and is still in print. For her efforts, Lesniak was paid a fee of \$15. The book itself sold for 25 cents.

From the moment they appeared, Little Golden Books have been a festive commercial success. Sold in toy stores, department stores, and supermarkets, the books were an indispensable impulse buy within the reach of most parents. They have been so successful that over two billion Little Golden Books have been sold in the past 60 years.

This new book, published by Golden Books themselves, is a detailed examination of the company and their beloved products, which includes works by such noted authors and artists as Margaret Wise Brown, including "Mister Dog" and "The Sailor Dog," both illustrated by Garth Williams, and "The Golden Bat Book," illustrated by Leonard Weisgard; as well as a number of tales illustrated by Richard Scarry and design artists Pauline Reichenbach, Tibor Gergely and Gabor Tirozzi. Later, in the 1970s and '80s, Alvinne Hayes, James Marshall and Hilary Knight would join this list.

The book includes a wonderful collection of archival photographs and artwork that convey the depth and breadth of the creative talent working at Golden Books in those early years. After reading *Golden Legacy*, some readers might be spurred onto find some of the best Little Golden books they passed as children. Fortunately, many are still in print while others have been recently reissued and, at \$39.95, are still a bargain.



JACK KIRBY:

KING OF COMICS

by Steve Rosenbaum, introduction by Bill Sienkiewicz
224 pages
Hardcover
\$49.95; \$29.95

Jack Kirby was one of the most powerful creative forces to ever work in comics. He created or co-created some of the most popular characters in the industry: Captain America, The X-Men, The Hulk, The Fantastic Four, The New Gods, The Mighty Thor, Thorbjorn, and more. At all times, he invented an entirely new vocabulary for comics, exploding the strict conventions of the medium and introducing dynamic new page layouts, frenetic action, and a bold graphic line to his work. His prodigious output is legendary; it is estimated that during his career he drew over 25,000 pages. No wonder they call him The King!

This beautifully produced new art book explores his best work in detail, with some of large and clear reproductions taken directly from his original art. Seeing so many large, uncalled pages is particularly enlightening, as Kirby's work really sings in print form. (Other artists usually provided the muted lines of the final published pages.) If you are a fan of Kirby's work, this book is a worthy memorial to his genius.



THE PRINCE VALIANT PAGE

by Peter Gianni, foreword by Matt Groening
introduction by Matt Groening
112 pages, hardback, \$49.95
102000 Hardcover
Rizzoli Publications, 2000

The Prince Valiant Page is the first book to collect Gary Gianni's work on the newspaper strip *Prince Valiant*. After working for over 25 years as a professional illustrator, Gianni became an assistant to John Cullen Murphy (who created *Ed Flanders*, *Prince Valiant's* original creator). Upon Murphy's retirement, Gianni became the third *Valiant* artist in the 76-year history of the strip. The book documents the strip's creative process (from receiving the script, photographing models, making preliminary drawings and panel roughs, then collaborating with the finished illustrations). Supporting artwork includes collaborations between Murphy and Gianni, with Murphy's hand-written notes and instructions. Examples of Gianni's work over his previous thirty years as a professional illustrator are included as well. The reproductions in the book are taken directly from the original artwork, and are more carefully reproduced here than they have ever been before. (Gianni's originals are delineated using brush and pen, he tends to create variations that are often lost in the poor black-and-white reproduction methods employed by newspapers and comics.) This book uses high-resolution full-page printing, which has not been used in the reproduction of Gianni's comic work before. The full range of his exceptional drawings are revealed for the first time. Any fan of *Prince Valiant*, or of Gary Gianni, will certainly want a copy of this fabulous new book on their shelf. ■



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EXHIBITIONS & EVENTS

Double Lives: American Painters as Illustrators, 1880s-1950s

June 7 through November 21, 2009
The Maryland Historical Museum, MD

This exhibition and its accompanying catalogue explore the often unique relationship between the art of painting and the art of illustration. It focuses on artists who were an important part of the history of the narrative tradition in American culture, and who pursued both easel painting and illustration in the years between 1880 and 1950. Among the artists represented are Winslow Homer, N.C. Wyeth, Rockwell Kent, John Sloan, Grant Wood and Rockwell Kent. The exhibition is organized by guest curator Richard Taylor and the New Britain Museum of American Art (Connecticut). For more information visit www.museumofmaryland.org.

Golden Legacy: 60 Years of Golden Books

July 4 through August 26, 2009
Children's Museum of Manhattan, NY

The Children's Museum of Manhattan presents Golden Legacy: Original Art from 60 Years of Golden Books, one of the most extensive public shows ever of original illustration art from one of America's best-loved and most consequential picture book lines, Little Golden Books. Sixty pieces will be featured, including works from the best-selling children's picture book of all time, *The Poky Little Puppy*, and other beloved titles such as *Smash the Doghouse*, *The Happy Puppy Alphabet*, and *I Can Fly*.

For more information, please visit www.cmom.org.

Rose Marvel

The Political Art of Steve Brodner

June 1 through October 26, 2009
The Norman Rockwell Museum at Stockbridge, MA

In the tradition of Thomas Nast and the漫畫家 of political satire, this exhibition anticipates our nation's upcoming presidential election with curating visual reflections on our nation's most prominent contemporary leaders and their legacies. An award-winning cartoonist, caricaturist, and humorist, Steve Brodner has created illustrations, cartoons, and reportage for nearly every major American periodical, including *Esquire*, *The New York Times*, *New York Magazine*, *The Nation*, *National Lampoon Rolling Stone*, *Spin*, *Newsweek*, *The Washington Post*, and *The Village Voice*. Today's most prominent practitioners of this influential art form, the cutting-edge opinion-makers often reflect visual perspectives that defy approximation in words.

For more information visit www.mra.org.

Mad Magazine

June 26 through September 6, 2009
The St. Louis Art Guild, MO

Congrat, artwork, pants, posters, toys, merchandise, and more from the history of Mad magazine will be on display in this exhibition celebrating the satiric humor magazine.

For more information visit www.stlouisartguild.org.

From Little Black to Wendy the White

The Art of Harvey Coxon
June 26 through November 23, 2009
The Barnes Foundation, PA

The Cartoon Art Museum celebrates the art and characters created and/or popularized by Harvey Coxon, including Geeper, The Friendly Ghost Witch, The Good Little Witch, Radio Witch, The Poor Little Rich Boy, Hot Wolf, The Little Devil, Sad Sack Joe Palooka, Little Boy, Little Apache, Little Lotta, and many more. The exhibition includes original art from various Harvey comic books, and merchandise by artists such as Warren Kremer (1923-2001), who along with animator Bill Melendez (1918-1998) defined the "Harvey" look. Other artists featured in the exhibition include Edna Cahan, Ted Crutchley, Howard Pyle, Fred Stoeck, Ham Fisher, Dom Silas, Marty Tarco, and many more.

For more information visit www.cartoonart.org.

Over the Top: The Illustrated Posters of Milt

November 8 through January 25, 2010
The Norman Rockwell Museum at Stockbridge, MA

Prominent U.S. caricaturists James Montgomery Flagg, Howard Chandler Christy, James Tissot, and Henry Raleigh had more than a fascinating look at the American experience during the early twentieth century. ■

For more information, visit www.mra.org.

In the Heat: Special Issues



THE LIFE AND ART OF MORT KUNFER

Photographs, fine posters, and television magazines, to movie sound bits, slides, advertisements and illustrations from the 1920s-1960s are some of the most prolific and celebrated illustrations of the last 80 years. This special issue features an extensive look at his life and work, highlighting highlights from every facet of his long career.

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Acrylic, 1958
Oil on masonite, 30 x 36 in.
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